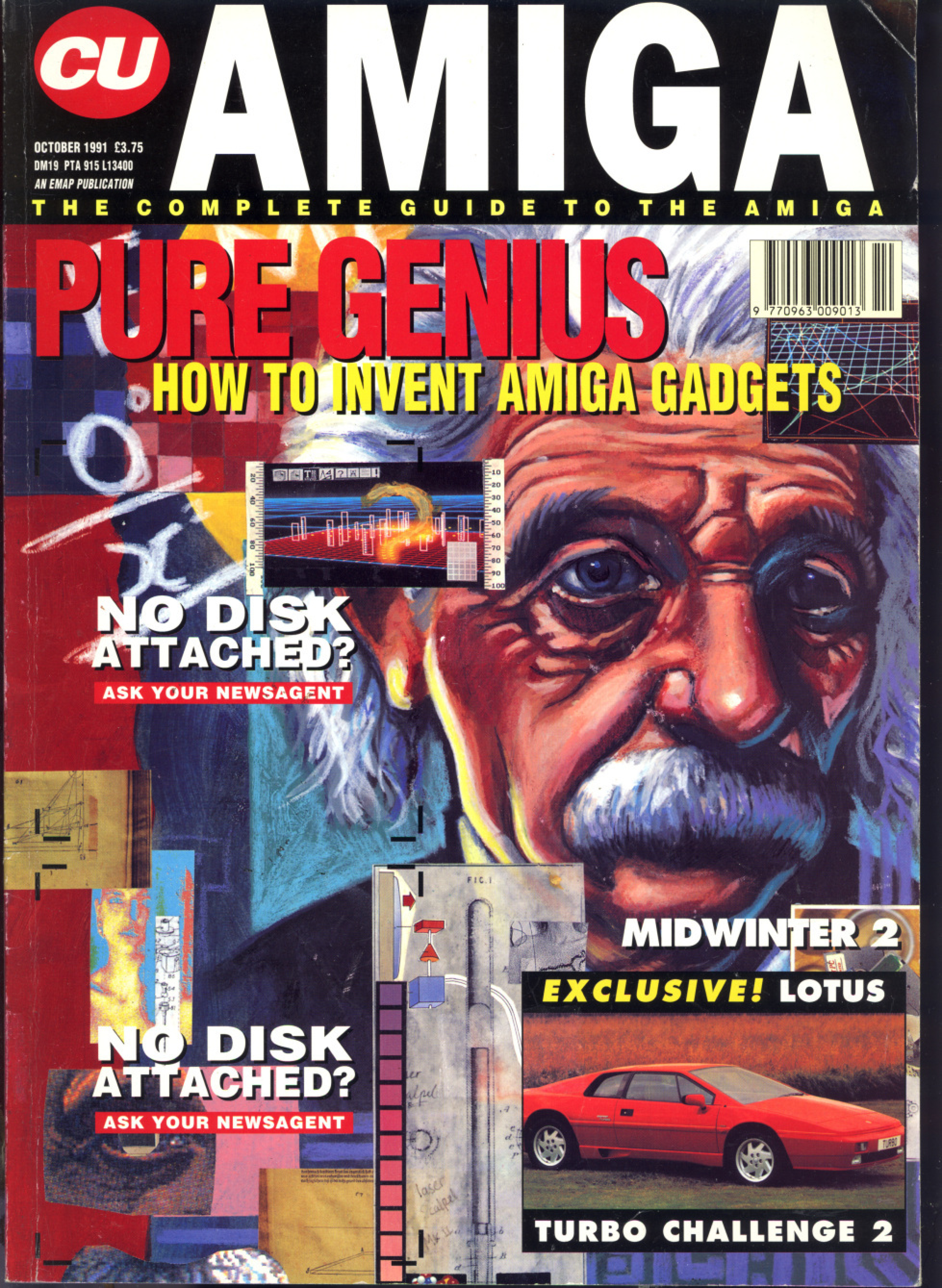
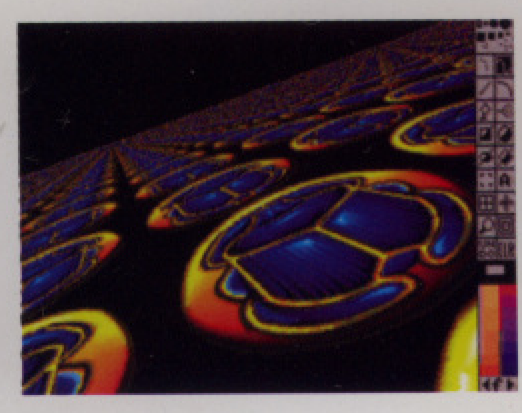
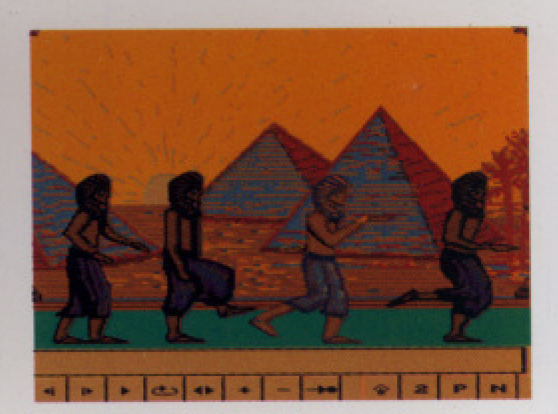

CU
AMIGA
OCTOBER 1991 £3.75
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AN EMAP PUBLICATION
THE COMPLETE GUIDE TO THE AMIGA
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NO DISK ATTACHED?
ASK YOUR NEWSAGENT
MIDWINTER 2
EXCLUSIVE! LOTUS
TURBO CHALLENGE 2
NO DISK ATTACHED?
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The new HAM-supporting DeluxePaint® IV will do more than turn a few heads.

It will also turn them inside out, upside down, spin them on an axis, or metamorphosise them into hairy rock stars before you can say "Tutankhamen".







With Hold And Modify (HAM) video mode, DeluxePaint IV offers a staggering 4096 colours. This means gradients that are smoother, more versatile and easier to define.

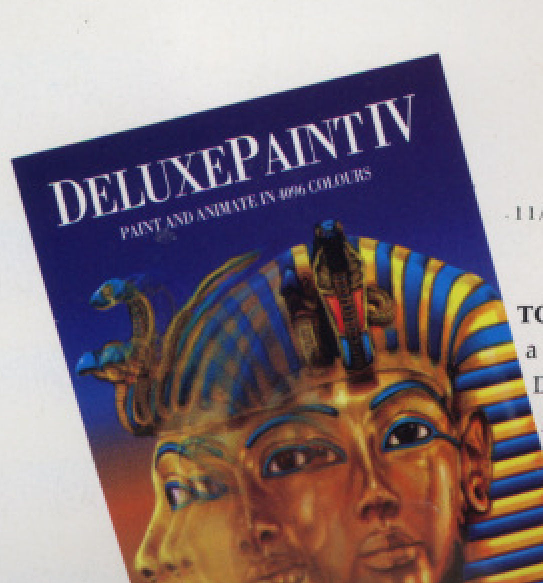
Not only can you paint in HAM, you can animate in it, too. Imagine brilliant images, rendered in 4096 colours, moving effortlessly across the screen.

DeluxePaint IV makes animation easy for you. The special LightTable feature allows you to review the last frame of animation while previewing the next. Or choose two different images - say a caterpillar and a butterfly - and DeluxePaint IV will carry out an amazing metamorphosis between them in as many frames as you wish. All these features are directed from a new video-style Animation Control that makes animating as easy as pressing a button. So whether painting or animating, you can now achieve smooth, seamless effects of unbelievable subtlety.

But don't take our word for it. Steve Franklin, Managing Director of Commodore Business Machines, described DeluxePaint IV as *"a stunning innovation and probably the best software package, for this market"*.

Available 27th September 1991
£89.99

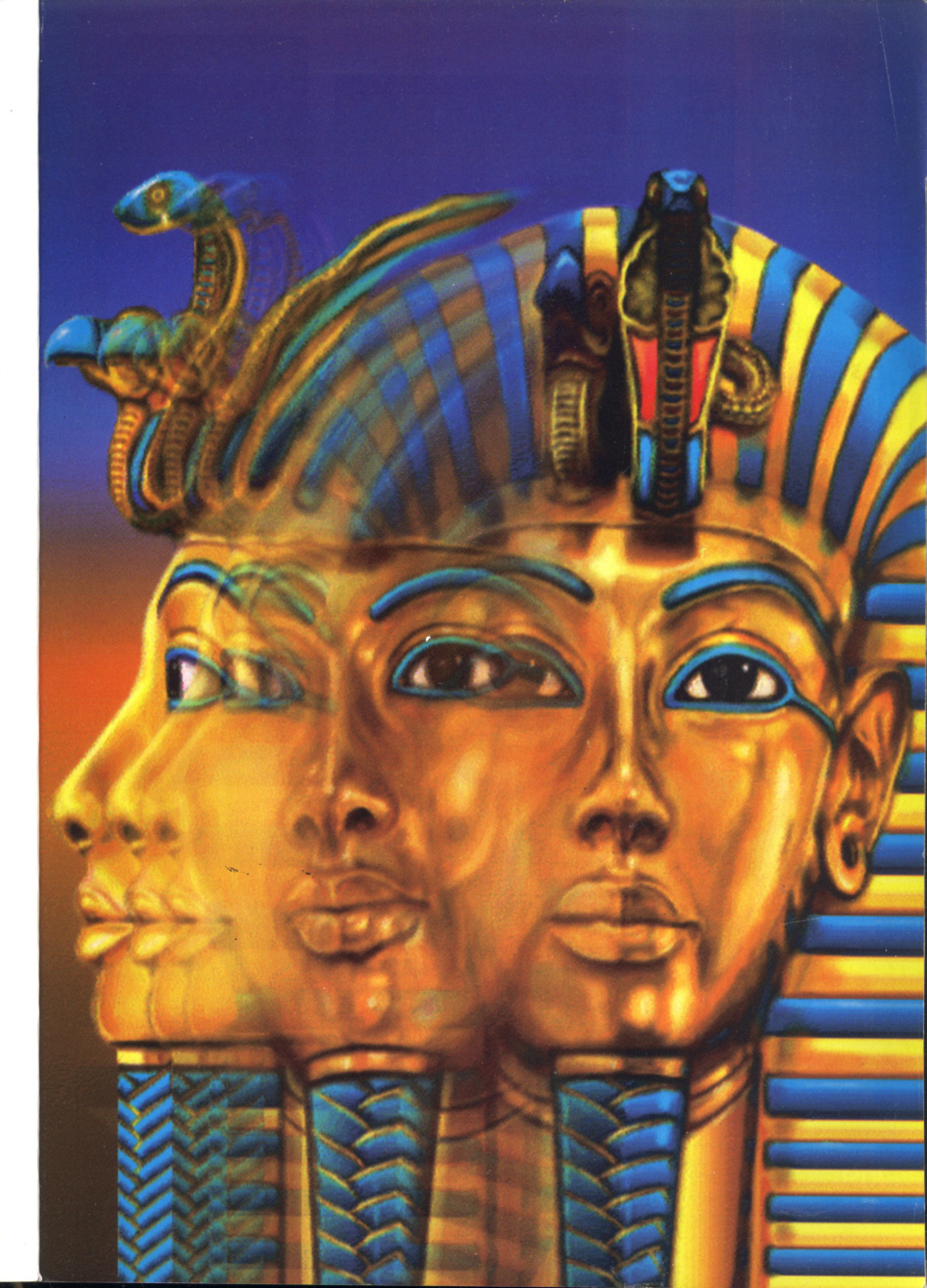




ELECTRONIC ARTS

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TO UPGRADE from previous versions of DeluxePaint, send the front cover of your manual with a cheque or postal order or credit card details including expirty date to the Direct Sales Department at Electronic Arts Ltd. An upgrade from DeluxePaint I costs £65, from II costs £55 and from III £45. Call 0753 549442 for details of this and the special videos which will help you make the most of DeluxePaint IV.



CU AMIGA



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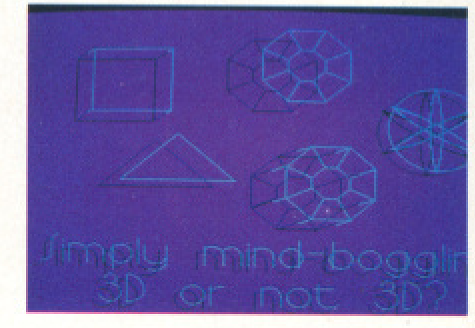
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Enter a world of fantasy as we take a look at Tolkien and EA's block-busting *Lord of the Rings* game.





Peter Lee shows you how to add light, shade and perspective on page 36.

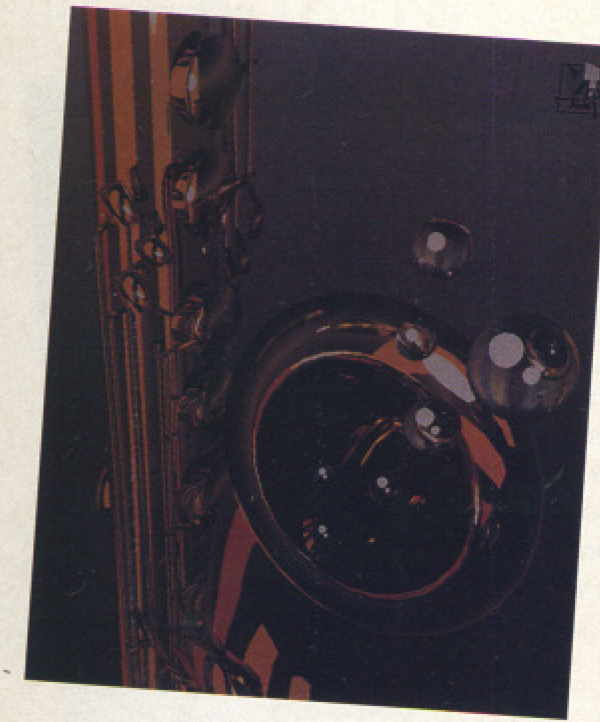
REGULARS



SPECIALS

THE DISK

LOTUS II Rip-roaring road-racing with our pulse-pounding demo.
MOONSTONE A head-chopping we go with Mindscape.
POWERPONG A real classic given the update treatment.
TRIPPPEN Mind-bending fun with this odd brain-stretcher.
RSI DEMO MAKER (1MEG ONLY) Create your own brilliant mega-demos with Red Sector.
TIMESET Clock on with this neat time-keeper.
SUPERECHO Distort your dulcet tones, and scare your mates.
PLUS! Our usual tunes and pics of the month.







Alien Breed: Team 17's first one-meg full-price release hits the Amiga and it's a blast. For a full review, trun to page 96 now!



G A M E S

69 Another cracking month, with Gremlin's *Lotus II* leading the way. Also in, are Team 17's *Alien Breed*, and sequels in the shape of *Silent Service II, Midwinter II* and *Barbarian II*. Finally, we round off the section with the likes of *Rolling Ronny, Lord Of The Rings*, and *Death Knights Of Krynn*.

T E C H N I C A L

176 SAMPLERS SAMPLED Sampling is big business and the cost of the necessary kit is coming down all the time. We look at two budget systems. **181 BEESHU BLASTERS** The wide range of joysticks make decisions hard for the games player, so we test out Beeshu's trio of new games beaters and push them to the limit. **185 EDUCATION ROUND-UP** Mat Broomfield dons his outsize romper suit and toys with two of the newest 'play and learn' packages to hit the Amiga. **187 BOOK CORNER** Amiga DOS Volumes One and Two come under scrutiny by our resident expert. Can they be better than the manual? **191 FONT-CY THAT?** Successful DTP is a matter of making your work look as good as its content; we take a look at a series of Compugraphic fonts and put them to work. **193 GETTING TO NUMBER ONE** All the thrills and spills of Sequencer use in our exclusive review of Gajits' *Sequencer One*. **195 TELL SID TO GET LOST** Can't find that elusive dialling code? Help is at hand... **197 WRITE NO EVIL** With our look at computer Graphology. And, finally, on page **200 YOUR FLEXIBLE FRIEND** A look at the new updated *Flexidump*.



Zoom into action with Gremlin's *Lotus 2* and zap alien hordes in Ocean's *Space Gun*.



The first couple of potential Christmas number ones make their debut this month in the form of Gremlin's Lotus 2 and System 3's Last Ninja 3. Also on offer are EA's superb Lord of the Rings, Team 17's Alien Breed and Psygnosis' Barbarian 2.

R E V I E W S

Lotus streaks in, blowing all other race games away, and is supported by the blood-letting of Mindscape's *Moonstone*, the gory goings-ons in Team 17's *Alien Breed* and the Island-hopping of *Midwinter* II.

BUZZ

Mirrorsoft prepare for an Impossible Mission...

Budget bonanza from Digita...

The Amiga hits the big screen...

Sounds familiar at Microdeal. . .

Silica plan 24-bit colour machine. . .

Pysgnosis to make tomato game

THIS MESSAGE WILL SELF DESTRUCT...

Ah, the halcyon days of decent TV... In the days of Planet Of The Apes, Sapphire And Steel, and The Avengers, one programme reigned supreme – Mission Impossible. Following the adventures of a select undercover agency, Mr. Spock himself, Leonard Nimoy, starred in a series of adventures as the good guys repeatedly defeated the evil intentions of the pinko commies week after week. However, whilst the plots aren't particularly memorable, one image particularly sticks in our minds – the infamous 'da, da, da, da, woooeeooo' tune. What's the reason for this trip down memory lane? Well, with a new Mission Impossible film in the offing, Mirrorsoft have acquired the rights for conversion. With the ink still wet on the contract, there's no news on the development team or what form the game will take. This magazine will now self-destruct...



DRIVE DEARER

Commodore have at last announced a release date for their A690 Optical Drive, the device that turns an ordinary Amiga into a CDTV.

The first A690s have been produced, but Commodore are holding them back until January to 'refine production methods and simplify circuit boards'. With the current production process, the drive would carry a hefty £599 price tag, the same price as the CDTV itself. Commodore claim they will be able to have a low-cost version in the shops for January, priced at £399 or £300.

Meanwhile the new Workbench 2.0 ROMs and software featured in last month's Buzz are now available in Europe. Commodore say that the enhancements are only really useful for programmers. If you're still interested, the package comes for less than £100 and should be in the shops now.

SAILING THE ACCOUNTANT-SEA

Digita are capitalising on their success with *Wordworth* by cannibalising it and using it's 'bones' for an accountancy package.

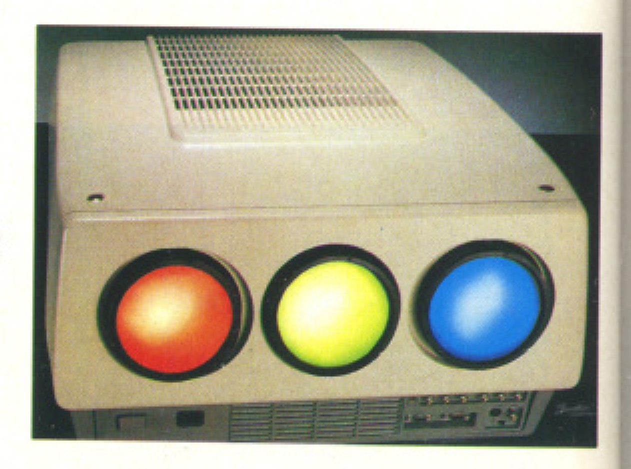


The entertainingly titled *Home Accounts 2* features the Human Interface Protocol system and a Macintosh-style WIMP system. You can then work out twelve month budgets, add VAT to things, print reports, work out transactions and then display it all in pie charts, line graphs, 2D and 3D bar graphs and loads of other formats. There's also a calculator option with loan and interest addition features and over 106 printer drivers, so you can print out a balance sheet and see just how poor you are.

X-FACTOR

If you've always wanted to see your Amiga screens made large, NEC may have the answer with a new range of massive screens.

The new range of NEC projector TVs range from 46" enclosed systems to 56" rear projection systems which cost a staggering £9,825! Also on their way to Britain are 36" Mitsubishi large screen monitors, although these also carry hefty price-tags.



COULDN'T BE SAMPLER

Microdeal are set to knock the wind out of the inflated music market with a complete sampling and effects package at a ludicrously low price.

Stereo Master **will feature a number of special effects such as echo, reverb, flange, chorus, pitch shift and stereo bounce, all of which can be used in conjunction with each other to create groovy effects. Up to 18 samples can be sequenced at a time and displayed on twin oscilloscopes, a spectrum analyser, and a 3D display. The whole package includes software, hardware and leads and will retail for just £39.95.**

WEARS PEPE

Not to be confused with trendy jeans, Pepe is the star of a new range of educational software from Prisma which is designed to give children the edge over their older rivals.

The games are aimed at giving children as young as four a head start in maths, science, reading and logic. The first two releases are *Pepe's Garden* and *Pepe's House*, both are made up from five sub-games which are based on individual topics. *Garden* and *House* are both on sale in October priced at £25.53.

More Pepe releases are planned for the rapidly growing educational market, although their content has yet to be decided.



COLOURAMA

Silica Systems have become the latest to jump onto the 24-bit colour bandwagon, with a pricey broadcast quality system.

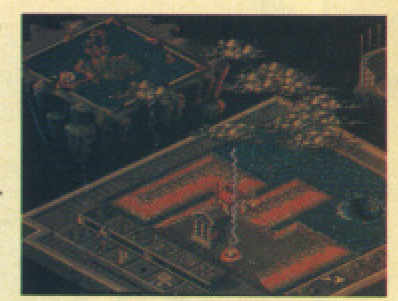
The 24-bit board has been developed by US-based Great Valley Products, and is designed to give A2000 and 3000 machines 16,000,000 colours, flicker free. It also contains a built-in frame buffer and Genlocks for RGB and Composite video signals. Included in the package is a 3D rendering package and a two-dimensional, 16,000,000 colour, art package, specially written for the hardware. The total cost of the bundle will be £1799



ALTERED DESTINY Pop your corn and ready your remote control! *Altered Destiny* from Accolade puts you in the shoes of P J Bennett, a man sucked through a TV screen to an alien world. Armed with a bag of popcorn he has to fend off clam chops, howlers, zutterboys, yerkas, kleegs and hoppers as he tries to save this far-out universe from the ravages of an evil force. The game has been written by Michael Berlyn, who was responsible for a string of Infocom titles as well as four sci-fi novels. Out now.



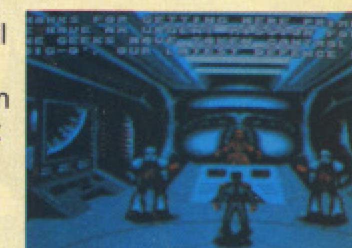
POWERMONGER WW1 EDITION EA are releasing the first of the promised *Powermonger* data disks. The First World War edition replaces many of the game's usual graphics with tanks, biplanes, armies and munitions factories. Land dries out in summer so that armies can advance and when winter comes the snow falls and the advancing armies tend to die off if they're not under cover. The backdrops and icons have also been redesigned to give the game a more military feel. Look out for this in November.



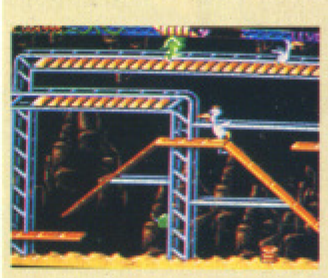
POPULOUS 2 The eagerly-awaited sequel to *Populous* is almost here. The follow-up will feature 40 new graphical effects, such as lava-spewing volcanoes and tumbling rocks as the result of earthquakes. There will also be a number of new 'god' icons, so more damage can be thrown at the enemy population. Cities are larger and can be conquered instead of being razed to the ground as in the first. There's also a problem game, where the respective Gods have to persuade their people to perform certain tasks. *Populous 2* should be out by Christmas priced at £29.99.



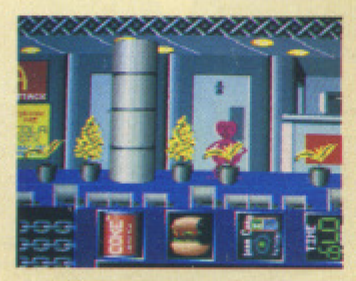
LORDS OF DOOM Arrgh! Run! The Lords Of Doom are invading the village! With their army of zombies, werewolves, mummies and vampires, the Lords have invaded a small town and it's down to you to free it. *LOD* is an RPG from German-based Starbyte, and features a horde of digitised undead plus a play system which bares more than a passing resemblance to Ubi Soft's *Zombi*. The Black Lords will be riding their way into the soft-shops soon.



ZONE WARRIOR This little shoot 'em up from EA has a plot thinner than Clive James' hair. The evil Geeks have stolen a time machine, taken a few dozen hostages and are planning to rewrite history with their own geekish brand of logic. *Zone Warrior* is a multi-level shoot 'em up with very Turrican-esque gameplay. The hero has to journey through various time zones, blowing big holes in the locals with a huge variety of weapons. Out now.



MONSTER BUSINESS New from German softco, Eclipse, is *Monster Business*. The slightly confused plot has Mad Meanies coming to Tin Town and, to quote from the packaging, 'are searching for little items they can steal to completely spoiling Mr Bob's construction site'. *MB* is a console-style platform game, with the aim being to destroy all the meanies by shooting them and then pushing their corpses off the screen. Donkey Kong (remember him?) also makes an appearance, rolling deadly barrels from the top of the screen or just trying to crush the life out of hero. In the shops now.



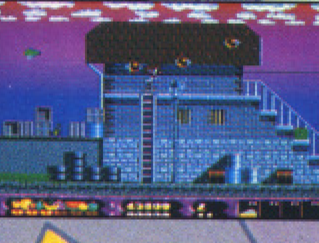
AIRMANIA *Airmania* from Addware is the first in a range of free games, which can be obtained by sending a disk and an SAE to the company, or by getting it off a friend. The legendary Pi-man makes his 16-bit debut as he tries to catch a flight to sunnier climes. If you complete the game you can phone up the Addware prize line and enter a competition to win a plane trip.

The Coolest Dude In Town!

Available on:
AMIGA · ATARI ST
IBM PC (VGA 256 Col, EGA, Tandy 16 Col)
Commodore 64
(Disk and Cass)

Rolling Ronny





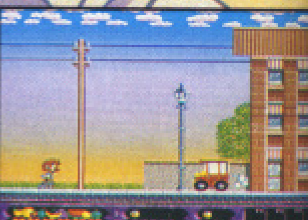




AMIGA SCREEN SHOTS SHOWN



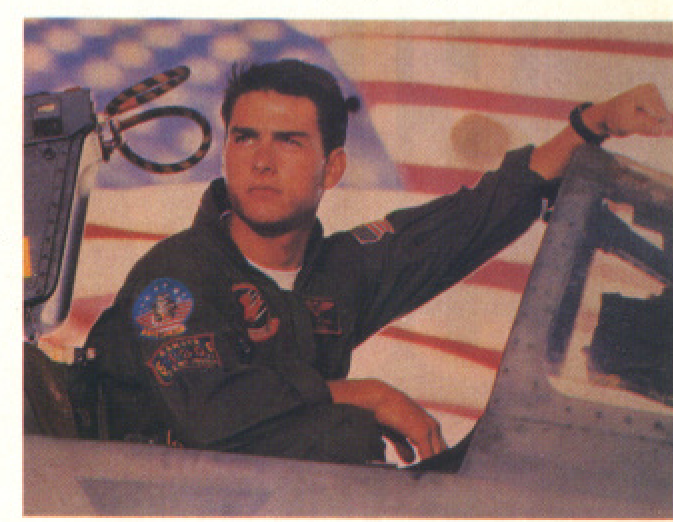
© Starbyte Software 1991.
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TAKE MY BREATH AWAY

Donning their Raybans and flight jackets, Mirrorsoft are set to produce a new game based on the Tom Cruise vehicle, Top Gun. The film told the everyday story of sickeningly talented and handsome pilots who trained at an Elite flight school. It was rich in stunning dog-fight scenes and nauseating 'buddy, buddy' elements. Mirrorsoft aren't quite sure what route they'll take with the licence yet, but the chances are they'll opt for a two-player dogfight game with a few easy-to-use flaps for the player to wiggle. No matter what they decide, though, it will still be better than Ocean's bog-awful 8-bit game that was released to coincide with the film! No release date has been set yet, but more news as it appears.



A LAFF A MINUTE Most people can't wait for the clock to strike half-five so they can rush out of the office and go for a few bevvies. Sierra have come up with a package designed to let you plan your nights out on your own computer.

The Laffer Utilities are designed to let you do everything that has nothing to do with work, in work. It lets you create pools, sweepstakes and lotteries for making a bit of cash on the side. There's a joke database, so you can bore the pants off the person opposite with bad puns performed with even worse accents. For memos, letterheads and fax sheets there's a clip art database with over-the-top illustrations. If you get caught short there's also a hide feature which disguises the current utility with a rather dull-looking accountancy spread.



STARJAWS German-based Starbyte had a busy ECES show, unveiling four very different RPGs.

The first is *The Return Of Medusa*, the sequel to *Rings Of Medusa* which has only just reached the shops. Following that is *Crime Time*, a game about murder, hiking, the Swiss Alps, and a pint too many in the local tavern. You only have a few hours to prove you didn't commit the murder.

Spirit Of Adventure is a classically-veined adventure (ie. derivative). It features the normal RPG 'style' of layout, but with digitised graphics. Finally, there's *Crown*, a game with a plot that could come from children's TV. It's set in a land where there are no humans, only animals who have evolved to an almost human intelligence level. All that's missing is

SPEEDY CD

If you're an A2000 or a B3000 owner who can't wait any longer for the CDTV, Hitachi have come up with a workstation compatible CD drive that leaves all others in its wake.

The CDR1750S has an access time of only 320ms, which makes it the fastest CD-ROM drive on the market. It comes with a built-in SCSI interface, which makes it compatible with most large computers. To combat the scourge of dust, which ruins CD drive lenses, it comes with an air-tight chassis and a built-in cleaning gadget.

DYNABITE

The computer/TV crossover is happening again, only this time it's the television people who are moving over to computer programming.

Terza Dimensions, who are responsible for some of the wildest animations on Italian TV, have started up their own software label, Dynabite. They're preparing to hit the market with several titles early next year, among them is the oddly titled *Steve Sailing On The Crimewave*. Apart from being an adventure cum shoot 'em up, it features Dynabite's Sim Stim user interface, which, they claim, is 'designed to fully stimulate the sensorial relationships between the player's character and the world he's living in'. Make of that what you will.

Followingthat is *False Step*, yet another future sport game. In this, the characters battle suspended over a vat of acid, the loser being the one who winds up whiter-than-white and dead in the pit below.



MTV-influenced graphics on your Amiga soon?

DO THE BARD MAN

Despite being responsible for the 500,000-selling *Bard's Tale* games, Interplay aren't resting on their laurels – they're giving the player the chance to create their own additions to the series.

The Bard's Tale Construction Kit comes with all the *Bard's Tale One* dungeons, plus a small level. Customised dungeons and plots can be created from all the features, traps and creatures that made up the series, including spinners, invisible walls, anti-magic zones and a hell of a lot more. There's also a huge bank of monsters, undead and psychotic knights. If these aren't to your taste, new creatures can be designed in *Deluxe Paint*, and imported into the construction kit. Due out in the Autumn 'of 92.

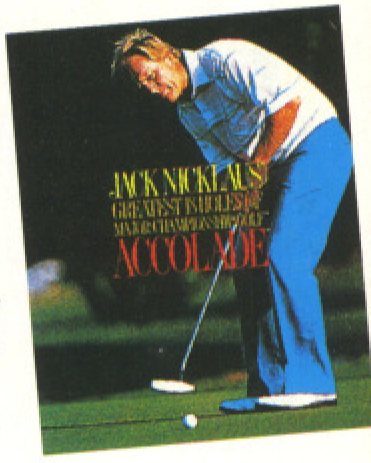




GOLF BLIMEY

It appears that ace golfer, Jack Nicklaus, has defected from his disk-based series of games to star in Accolade's first CDTV offering.

The game will utilise the vast storage capacity of a compact disk to recreate the Muirfield Village course from over 8,000 digitised pictures. Each picture is in 4,096 colour HAM mode, and a different shot was taken every eight yards of the 18 hole course. There are five golfers to choose from, including Jack Nicklaus and a girlie, each of whom are drawn in 16 colours and then overlaid on the backdrop.



BEAT THE THIEF

If you're worried about crime and having your Amiga stolen, but can't afford to get it insured, there's now a cheap way of making your machine theft-proof.

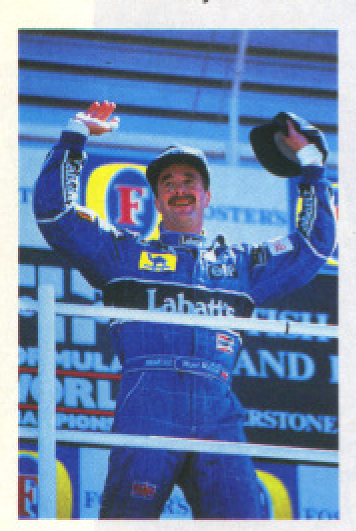
This new machine, Security, consists of two metal brackets and a collection of screws which are used to fasten the 'high risk' object to a table. It's not just for computers, though, as it can be used for monitors, videos, tills and just about anything electrical that's worth nicking.

'ERE WE GO (AGAIN!)...

Fresh from their success with *Mega lo Mania*, those wacky Sensible Software lads are currently starting work on a Football game for Mirrorsoft that, it's claimed, will punt *Kick Off* out of play. Having taken a long look at the footy games currently doing the rounds, John and Chris have made a massive list of what has been left out – or poorly implemented – and have started work on rectifying these errors. At present the game exists as a few mock-up screens. The lads have taken the usual overhead view, but will be adding better animated characters than in its rivals, and incorporating loads of fancy kicks and moves – all of which, they claim, will be more easy to access than in other games. It's still early days, but expect more news on this game soon.

HOIST THE MANSELL

Gremlin have forsaken Lotus in favour for a big name driver as the subject matter for their next big race game.



The ink's still wet on the paper, but Buzz can exclusively reveal that Nigel Mansell has been signed up to star in a forthcoming Formula One sim. Apparently, Nige's manager has been looking to get him into a computer game for some time. Gremlin have only just started work on the project and have farmed it out to Paul Blyth, the man responsible for the *Federation of Free Traders*. Nigel Mansell, the game, will be based on the world championship circuit, and could be out as soon as May next year.

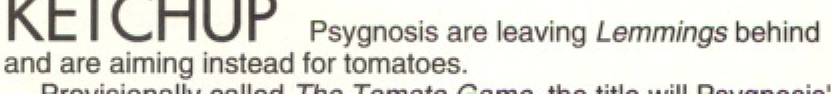
DIY GAMING

If you're cheesed off with weedy heroes and cheesy robots, Psygnosis have come up with a game that lets you create your own ass-kicking character.

***Hero* lets you build a superman or superwimp from the feet up. Limbs can be chosen from an array of human, and not so human appendages,and jeans, skirts, hats and t-shirts can be added from the wardrobe. When he or she is complete, it's off to the battlefield to test out on some of the local peasants.**

Also on its way from Psygnosis is an unnamed motorcycle game. Danish team, Interactivision, will be responsible for the Amiga version, which is due out in the summer of '92.





KETCHUP

Psygnosis are leaving *Lemmings* behind and are aiming instead for tomatoes.

Provisionally called *The Tomato Game*, the title will Psygnosis' next post-*Lemmings* cutie. Instead of green-haired critters plummeting from the skies, it's small, red fruit, and they have to be thrown or bashed through the air by a variety of implements ranging from trampolines to boxing gloves. According to Nick Wild at ,the game is being 'written in sauce code'; if the humour in the game is anything like Nick's, heaven help us.

In the mean time, two of Psygnosis' forthcoming products, *Pugsy*, and *Dr Mallet & Cutsey Poo* have been put on ice, and look likely never to resurface.



FIRST SAMURAI
IMAGE WORKS
Long ago in a tiny village in Ancient Japan . . .
a young Samurai lived and studied peacefully with his master the Lord Akira, until . . . . . .
a Demon King descended from his mountain to destroy the village and all its inhabitants . . .
slaying the Warrior Lord and leaving only the young Samurai to tell the tale.
He called upon the Wizard Mage who forced the Demon to flee into the future leaving the Land at peace.
However, the Samurai vowed he would have no peace until he had avenged his master's death with the aid of the wizard.
So armed with a magic sword our hero followed the Demon through time to year 2323 and . . .
AVAILABLE SOON!
Mirrorsoft Limited Irwin House 118 Southwark Street London SE1 0SW Telephone 071 928 1454 Fax 071 583 3494 Telex 9312131917 MS G
© 1991 Vivid Image
© 1991 Mirrorsoft Ltd



TIT FOR TAT

Elvira, the woman with front, is back. Accolade and Horrorsoft have combined dark forces again to produce a sequel to their first blood 'n' guts game.

This time the lass has been kidnapped by Cerberus, a 60 foot-tall three-headed demon who has a penchant for buxom women. The game is set inside Elvira's personal movie studio, which gives the programmers plenty of room to include bizarre rooms and pass them off as sets. Spells have to be mixed in order to overcome such obstacles as rotting corpses and giant spiders.

Unlike previous horror games, such as *Dracula* and *Werewolf*, the game won't have any sort of age classification, despite the huge amount of gore in it.

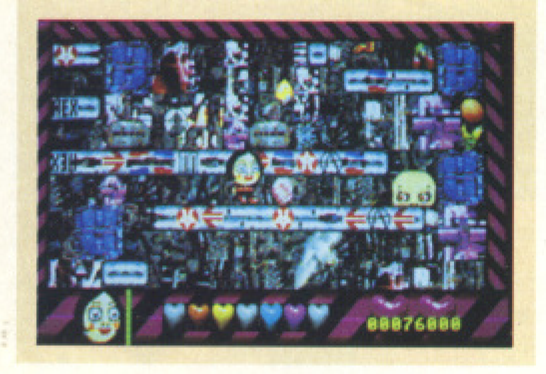


GONE GREEN

With Captain Planet finally here to save our ecosystem, new boys, Hex, have come up with a game green enough to send him running with his conscience between his legs.

The game is called *Top Banana*, and the object is to visit four of the world's most endangered regions and save them from scurrilous humans. Not only is the theme environmentally safe, but the box and manual both come on recycled paper and there's a free 100% cotton t-shirt bundled with it. How long before we see biodegradable disks?

Top Banana will follow *Gods* and *Magic Pockets* in getting famous people to appear on its soundtrack; this time it's Coldcut making their Amiga debut. This is Hex's first game. Previously, they were involved in producing pop videos with the aid of Apple Macs and Amigas.



AD–VANTAGEOUS

Commodore have come up with a novel CDTV ad that could probably take an award for promotion-most-likely-to be-carried away-by-vandals.

The ad, which is currently on display in London's Cromwell Road, features guitars, drums, televisions speakers and all sorts of junk that looks like it's from a garage sale. It's probably also the first travelling ad in the world; in a month's time it's due to be hauled down then shipped to Glasgow, via Manchester, Birmingham and Leeds.



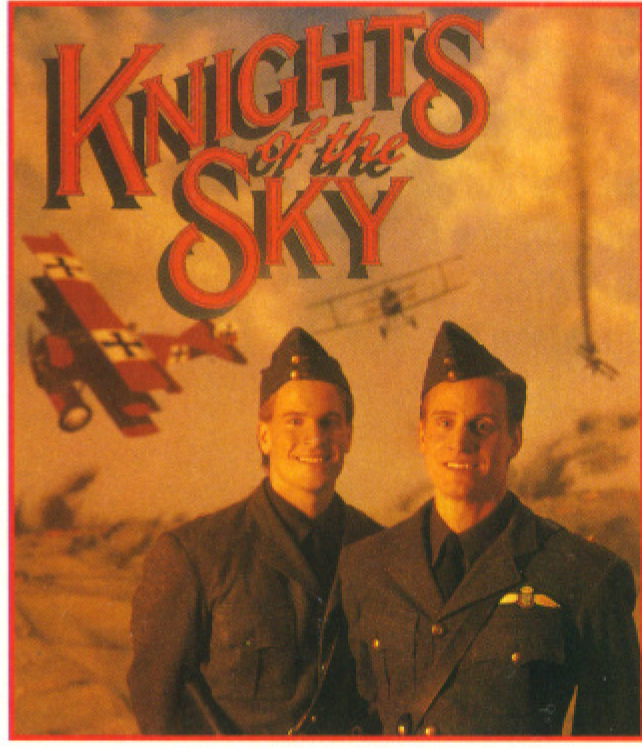
A SHELL-PING HAND

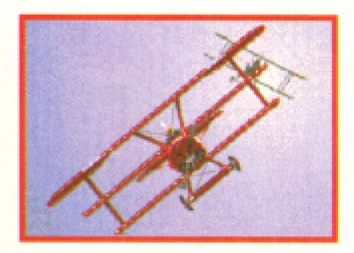
Just when you thought it was safe to go into the sewers, those Turtles are back. With the arcade game conversion just around the corner, Mirrorsoft are set to make it a trilogy with – get this! – *Turtles: The Adventure Game*!

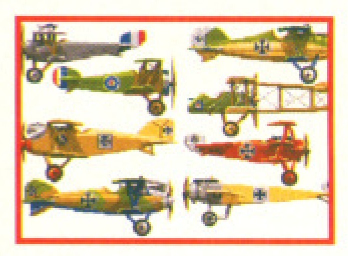
Mirrorsoft are being very cagey concerning the contents of the game, but expect it to feature the chance to swap between the four heroes, and it's bound to involve the rescue of April from the extremely naughty Shredder – after all, that's the plot of the cartoon every week! In addition, Buzz also reckons that veteran adventurers, Level 9, will be handling the coding duties.

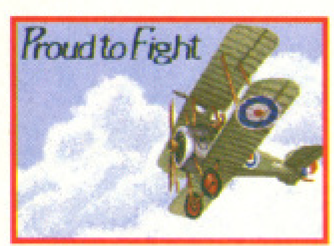


Knights Of The Sky









Dogfights, Duels and Daring

During World War I, aerial technology first made it possible to take battles to the sky, in the dogfighting machines which flew without the radar, computerised defences and lock-on weapons used today.

It was an age where pilots learnt their craft the hard way and depended on their skill alone. Now MicroProse, creators of modern jet simulators F-19 Stealth Fighter and F-15 Strike Eagle, bring the glory days of flight to your computer.

Super 3-D Graphics convey the dogfighting experience like no other game ever has. Enemy planes aren't mere specks in the sky several miles away; they're in full view - rotating, diving, firing - just 20 yards away. Close enough to see the silk scarf of an enemy pilot flapping in the wind, and hear the pitched sounds of furious battle in crisp detail.

More than just pretty art and canned missions, Knights of the Sky takes you through the entire duration of the First World War, the aerial advancements of the period developing alongside your skills.

You can fly 20 planes, including every major fighter in W.W.1., navigating by accurately mapped trenches, roads, cities, aerodromes and anti-aircraft guns.





IBM and Amiga screen shots shown. Actual shots may vary.

In the gallant tradition of the ancient knights, you can even challenge an opponent to a direct head-to-head dogfight on connected computers to determine who is truly World War I's Ace of Aces.

Knights of the Sky will be winging its way into all good software stores soon for your Commodore Amiga, and is already flying high for IBM PC Compatibles.



MicroProse Ltd. Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8DA.

TIP OFF

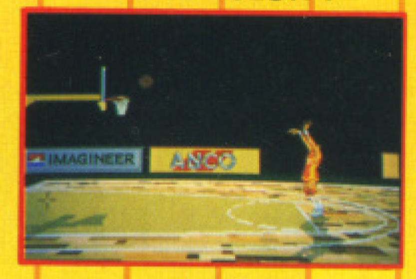
The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

A SIMULATION WHICH IS GREAT FUN TO PLAY

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

* Multi directional scrolling screen
* Five skill levels. Skill level of both teams can be set independently.
* 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
* Facility to practice skills and tactics.
* Facility to create a team at all skill levels and design tactics.
* Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
* Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
* Two types of Leagues. Action Replay at 3 speeds.
* Extra moves are available using two independent button joysticks using the EXORLENCE System.

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Amiga Screenshot's Shown

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EASY TO PLAY - HARD TO MASTER

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THE CU COLLECTON

T H E C U C O L L E C T I O N

ON YOUR DISKS

Hack and slash fans will love the two-player demo of Mindscape's *Moonstone*, with variable gore modes for the squeamish! The more serious amongst you will be delighted by the *RSI Demo Maker*, a superb program from Germany. Both programs can be found on disk one along with *Timeset* and *Superecho.*
Racing mad? Boot up disk two and try the amazing *Lotus II* demo from Gremlin. Strategy is required if you want to win at *Tripppin*, but quick reflexes are essential for *Powerpong*, an updated conversion of old classic.



Welcome to CU's disks 18 and 19, where we bring you two-disk value-for-money yet again. That's twice as much room for demos and useful utilities, and twice the value.



MOONSTONE
(MINDSCAPE)



Fans of RPGs and all things sinister will be pleased with our fully-playable demo of Mindscape's brilliant *Moonstone*. Written by *Fiendish Freddy* co-writer, Rob Anderson, *Moonstone* is a massive arcade/adventure where the player is set the task of retrieving the shattered sections of the mystical gemstone. The full game is played over a large map, with a wide variety of hack'n'slay sections breaking up the gameplay as you battle for the fragments. Our demo gives an idea of what to expect in these battles, and is playable as either a one or two-player game.

On loading, the demo will reveal its options. On selecting a one-player game, the player will be forced to battle one of the legendary Black Knights. These nomadic warriors scour the game looking for the player, and our demo shows just how mean they are. In addition, the two-player mode pits two of the good knights against each other in a fight to the death. Also included is an option to turn the game's blood-letting on or off, but once the blood starts gushing we guarantee you'll never play it with the gore switched off!

In all, there are eight moves for the player to master, and these are operated using the joystick and the firebutton. The directional controls move the player as usual , and these controls, when used in conjunction with the firebutton, prompt one of the offensive moves, including high and low chops, or allow the player to lob a dagger at their opponent.



You've seen the film...



You've seen the film...



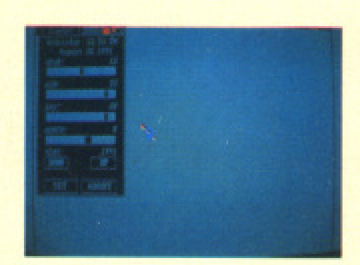

RUGBY
The World Cup
Every four years the the World's major Rugby playing nations battle it out over a four week period to see which team will lift Rugby's Greatest Trophy.
This simulation brings you the heart-pounding excitement of the moment:-
• The sweat and hustle as you grapple for the ball in the scrum.
• The tension as you wait for the throw-in in the line out
• The nerve-wracking moments just before you take a penalty kick.
• The skill and reflexes you'll need to play the fast-moving passing game.
• The jubilation as you score the match winning try.
• The combination of accurate detail and phenomenal gameplay make this a true simulation of one of the greatest team sports.
Take on the best and make your national team-Champions of the World.
DOMARK
Software, Artwork and Packaging
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Domark Software Ltd, Ferry House,
51-57 Lacy Road, London SW15 1PR
Programmed by
WALKING CIRCLES
AMIGA SCREENSHOTS

THE CU COLLECTION

DISK sixteen

TIMESET

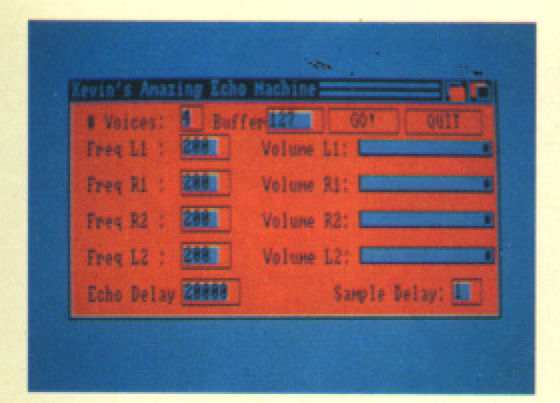
This program from David Holt will let you set the system time and Date without having to use CLI. You can now set the hour, minute, day, month and year with the click of the mouse button. We thought you might like to save the settings to your memory-backed clock, so we've included a single key press command to make life easy. When you've made your settings, click on the Set gadget and the screen will clear; if you press F7 your setting will be saved to memory. Simple!



SUPERECHO.

(Audio digitiser required)

Want to sound like Freddie Krueger or the Wolfman? *SuperEcho* allows you to create amazing real-time sound distortion effects using any sound sampler. This program will allow you to make echos and pitch changes to any sound source. There are 12 gadgets that allow you to alter the parameters of voices, plus the frequency and buffer and instigate echo and sample delay. You can have lots of fun making low booming voices, or a stutter like Max Headroom. Full documentation is included on the disk.



LOTUS TURBO CHALLENGE TWO

(GREMLIN GAMES)



Over the last year or so, Gremlin have dominated the race game genre with titles such as *Supercars I* and its sequel, *Team Suzuki*, and *Lotus Esprit Turbo Challenge*, the latter of which has been hailed as the best road racer since Epyx's legendary *Pitstop II*. But now Gremlin are set to eclipse the success of the first game with a new, improved sequel - the imaginatively-titled *Lotus Esprit Turbo Challenge II*. Featuring a full-screen one-player mode, adverse weather conditions, and even faster and smoother update, *Lotus II* is once again courtesy of long-term Gremlin coders, Magnetic Fields and, in particular, Shaun Southern.

For more details, read the review later, but for the ultimate hands-on experience, CU Amiga has teamed up with Gremlin to bring you an exclusive chance to test drive *Lotus II*. Our demo features three tracks from the game and allows you to whizz around them whilst the timer ticks away. The three tracks detail key new features of the game, including fog, water hazards, and the many new effects that Magnetic couldn't cram into the first game. The demo can also be played as either a one or two-player game, with the screen once again split to accommodate the head-to-head mode.



Control over the Lotus is simplicity itself, with the firebutton flooring the accelerator and the respective directional controls steering the car past the numerous roadside obstacle and vehicles. So, that's all there is to it, no hassles or troublesome icon selections – just get ready for the race of your life.

LOADING YOUR DISK

Insert the disks into the disk drive and they will autoboot. A menu screnn appears on disk one, just press the relevant function key to load each item. Disk two will display a loading picture and a tune will play in the background. When the menu screen appears exit the tune by pressing the right mouse button then press the function key of your choice.

You've seen the film...  You've seen the film...



JAW BREAKING ACTION!





Fight 10 hardened contenders each with a shot at fame and fortune, but only one can become Heavyweight Champion. Protect yourself from jaw-breaking punches or you'll end up dumped on the canvas and back in the gutter. Duck, weave, box clever, destroy or be destroyed in this bruising 1 or 2 player eliminator.

Screen shots from Amiga version.

ANOTHER HIT FROM THE TAITO COIN OPS

Amiga, Atari ST - £25.99
CBM 64 Cassette & Disk £11.99 & £15.99

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THE CU COLLECTION

CANON BJ-10e PRINTER DRIVER

For all of you Canon printer owners here's a driver that supports better graphic and text modes. There's a directory on this disk called *Canon BJ* , with a printer driver inside named *Canon48*. Just copy the driver into the devs/ printers directory of the disk you are going to use and check your Workbench manual for details on how to set up the printer preferences. Copying files is explained in the 'Cli-mb aboard feature' on page 30 of our June issue.

TRIPPPIN

Test those brain cells with this nifty puzzler. Can you carve a path through to the next stage? Full details are in a separate doc file, so see the disk for more details.



Won't Load?

In the unlikely event of your CU disk not loading, remove all external cartridges and peripherals and try again. If it still won't load, pop the offending disk in an envelope and address it to: CU DISK RETURNS, PC Wise Merthyr Industrial Park, Pentreebach, Mid Glamorgan . CF48 4DR

They will then test the disk and send a replacement as soon as possible. Ring the PC Wise Helpline for any urgent problems. It's open between 10:30 and 12:30 during weekdays and can be reached on: (0443) 693233 Whilst CU Amiga makes every effort to check cover disks for all known viruses, we can accept no responsibility for possible damage caused by viruses which may have escaped our attention.

TUNE OF THE MONTH

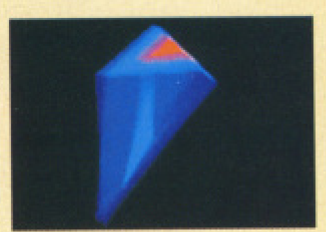
If you have your Amiga connected to a hi-fi system then turn up the bass and listen to this original piece music. Composed by Rotter and Snake, the entry wins the composer a year's subscription to your favourite magazine. If you think you can better this, send your entries to Tune of the Month, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



GREAT DISK TUTORIAL

RSI DEMO MAKER (1Meg Only)

Have you ever wanted to amaze and impress your friends by producing a megademo? Well now you can! This utility is simple to use and will allow you to create vector graphics, bobs and scroll routines etc on-screen simultaneously. A full tutorial by Mat Broomfield can be found in the supplement.



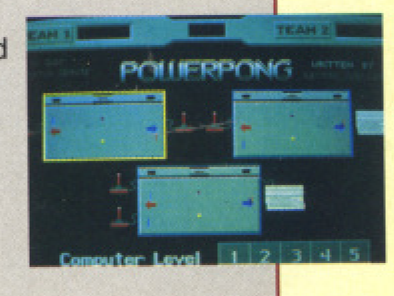
SCREEN OF THE MONTH

'Where was it last Month?' I hear you say. Well, it seems that none of you were feeling artistically inclined because we didn't receive ONE SINGLE entry. The title of this month's screen is China by Lee martin, from Bristol. Send your own entries to Screen of the Month, CU Amiga, Priory Court, 30-32 Farringdon Lane, London

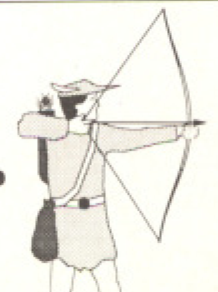


POWERPONG

Remeber the days when a can of Coke was 15p and you could still buy Spangles and Golden Nuggets? Ah, glory days indeed, and days that can now be relived as we bring you this updated slice of history. *Powerpong* is an updated variant on the age-old *Pong* coin-op, only with loads of exctra bells and whistles. Once again, a doc file explains all.



Now play the game...

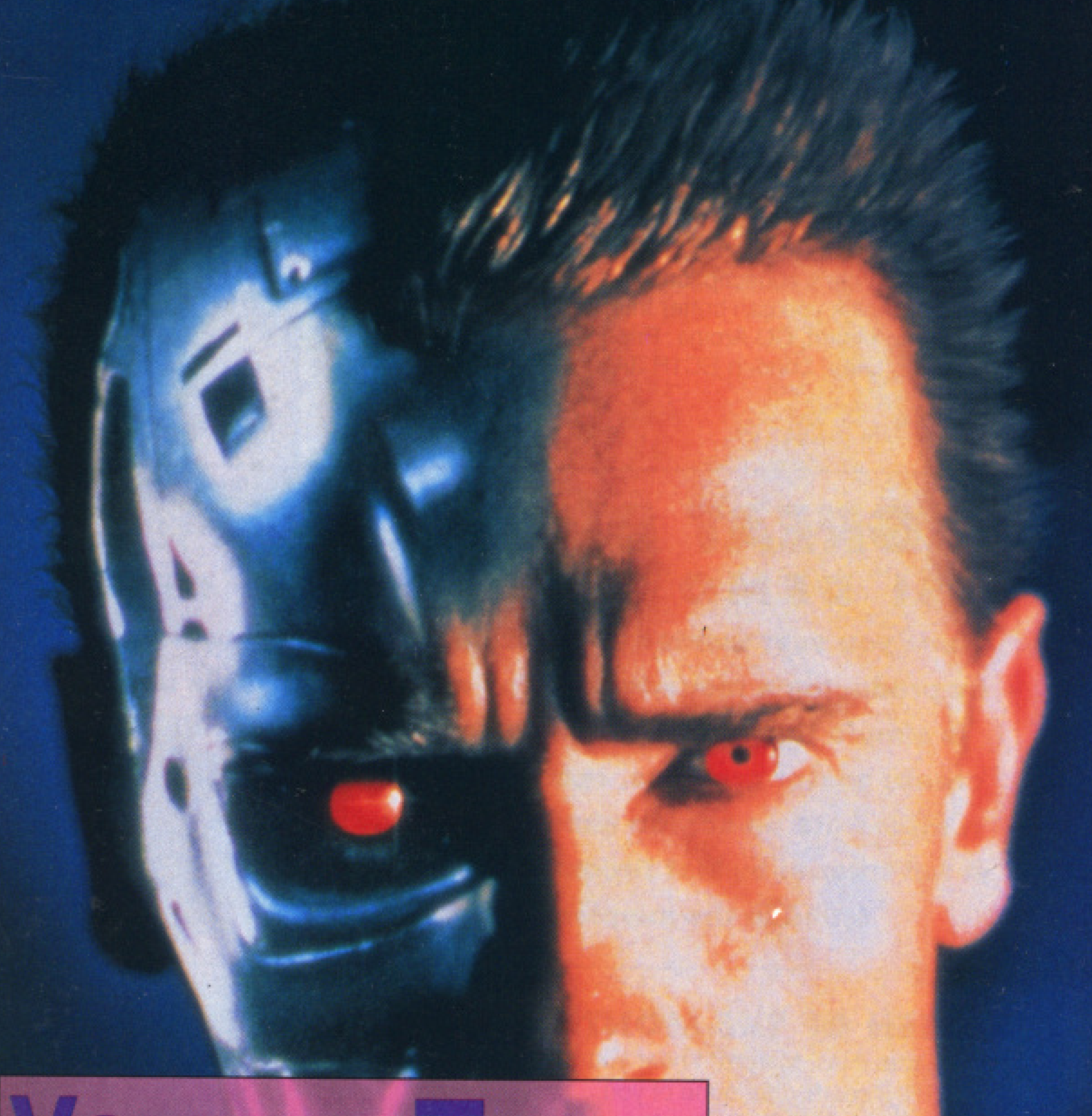


THE ADVENTURES OF

ROBIN HOOD



IT'S NOTHING...



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BACKCHAT

BRAHMS AND LISTS

I've been reading your mag for ages now, and keep an eye out for all the latest games. However, can you tell me whatever happened to the following games? *Vaux* (advertised in November 1990), *Epic*, *Sim Earth*, *Exodus* (looked like *Imperium*), *Driftlands*, *F29 II*, and *Dominion*. I've tried ringing the respective companies, but to no avail. Also, a couple of months back, myself and two friends tried to put together a development team. We were going to call ourselves Pegasus, but my mates didn't know Assembly language and weren't as enthusiastic as me so it ground to a halt. I reckon I'm quite a good graphic artist, but I need to find two people with Assembly experience. Is anyone out there interested? Finally, I enclose my top-ten list of the most over-hyped crap games ever: *Gods*, *Speedball II*, *Pipemania*, *Awesome*, *Viz*, *Magic Pockets*, *Beast II*, *Midwinter*, *Final Whistle*, and *Populous*.

Jim McNeill, York.

Unfortunately, Jim, you forgot to put your full address so if any coders do get in touch with us, then we can't forward your details. So, if anyone is interested in joining Jim, send us your details, and we'll send them on to Jim when he sends us his address. As for the unreleased games, *Vaux* was being written by Tony Cooper (he of Amiga *Cybernoid*) but has since been scrapped, *Epic* is still 'on its way' courtesy of DiD, *Sim Earth* will be here for Christmas and is being converted by Probe, *Exodus* and *Driftlands* remain unaccounted for, *F29 II* is only on the drawing board and there are no definite plans yet, and *Dominion* has disappeared along with its publishers, Mission Software. As for your list of hyped crap – hmmmm, got a thing against the Bitmaps have we?!

FIGHTING TALK

I am a bit confused about your In Development feature on *Final Fight*. In it, Steve Merrett said it was better than *Double Dragon*, and that U.S. Gold would be releasing it. Then, two months later, Mike Pattenden reviewed it and said it was worse than *Double Dragon* and *Dragon Ninja*! The review also said it was by Ocean. Please tell me if it's worth getting, as the arcade game is excellent and the conversion looked quite good in the screenshots.

Simon Knapp, Teignmouth

In the In Dev piece, Steve actually said that the *Final Fight* coin-op was better than the *Double Dragon* arcade game. As for the review, it was our mistake when we said that it was published by Ocean and the person responisble has since met a nasty accident. The default boxes we use on our DTP grids had Ocean's monicker on them and it wasn't changed before the page went off to be filmed. As for its rating, I don't think that it was awful, but I reckon that Mike's score of 60% was about fair. And if you are still in doubt, then try before you buy... We are *not* referring to US Gold's *Final Fight*, but some magazines artificially boost their scores of games to garner much-needed advertising, but we don't need to do this as Tom, our Ad Manager, already pulls in over a hundred ad pages per issue. Some magazines with lesser circulations and ad pages tend to be less scrupulous in how they attract ads from the software houses.

EXTRA, EXTRA!

Just a few quickies. Is the arcade game *Paperboy* available for the Amiga, either on PD or on a compilation? Also, is there an adaptor that will allow me to use my Amiga joystick on my old C16?

M.R. Appleby, Wideopen.

Yes, it's on the Elite label and features on a number of compilations. And yes, there is an adaptor to use your joystick on your old C16, but why are you using such an antiquated machine .

THE SOUND OF MUSIC

The art of computer music was once a reputable craft that stood proudly side by side with smithing and coopering. It is a sign of the times we live in and an example of the sinking





I'm a fairly new reader of CU Amiga and I'd like to say that it is far better than any other computer mag.

I'm writing to say how arcades are not geared up for disabled people. I'm wheelchair bound and I love arcade games - it really winds me up when I can't reach the controls. I think the people who design the machines should take into account that many disabled people play their games too.

Paul Scanlan, Brentwood

It's amazing how that sort of thing is taken for granted, and I can see what you mean when you say that they are virtually inaccessible to wheelchair-bound games players. If the passageways between machines don't stop wheelchairs from getting past, then the prospective player will get a crick in their neck as they try to watch what's going on onscreen – hardly fair. Still, to cheer you up, drop us a line as to what piece of software you'd like as you've won a free game for your valid criticism.

TECHY LETTER-WRITERS WANTED!

So far, this column has been used mainly for sounding off about the state of the games industry, but we want to hear what you think of the hardware available. Not techy questions, though, they're strictly for Q&A, but if you have any gripes, whines or even praises, then drop us a line at the usual Backchat address.

morality of our society that it no longer such. What we need is a knight in shining armour, a modern day Sir Rob Hubbard, who, it is said, rode into the Hamlet of old SIDshipbury, in the year of our Commodore 64. He played such a tune that all the maidens in the village came out to dance and gaiety was had by all. It is rumoured that Sir Hubbard rode away with the crusade to the land of Electronic Arts. If it is so, we must pray to our lord for his safe return. We need him to play us a tune so that gaiety can be had by all once again.

Simon Fitzpatrick, Dublin.

Yea, but it is written that all is not lost with the departure of Sir hubbard to a distant shore. For it is deemed that the likes of Sir Matt of Simmons will appear with jolly ditties, and that Sir Johnathan of Dunn will brighten up games from the great power that is Ocean. Thus, with a new wave of talent and bards on their way, the future is verily very bright.

SSSSTRRRRIII-IKKKKKE!

I'm afraid you guys struck out in your review of *RBI Baseball II* (July 1991). You said that Babe Ruth holds the record for the most home runs in a season with 60 in 1927. Roger Mavis (also of the New York Yankees) hit an incredible 61 homers in the '61 season to top Ruth's feat. Mavis' record came under fire from Babe Ruth fans who claimed that Ruth had achieved his record at a time when a baseball season ran for 154 games, whereas Mavis gained his record when there were 162 games in the season.

To this day the baseball purists still acknowledge Babe Ruth's record. Well wadda ya know? I guess you guys were right after all!

Oren Harris, France.

DODGY DEALINGS

I have just read your article on How To Get Rich Quick, and would like to know if it is legal to buy PD from another companies library then resell them at a profit?

Martin Allerton, Leeds

Public Domain means just that, it's public access software. There's no copyright so it's perfectly legal to buy disks from another library to stock your own. The spirit of PD necessitates that you don't make a profit, however, as this would be going against the wishes of most of the programmers. Most Licenseware disks are copyrighted so you'd be breaking the law by duplicating them.

YOU'VE GOT THE LOOK

What I like most about CU is the general look of the thing. Most other Amiga mags that I read look like editions of the Beano with their bright montage covers or childish main images, but with yours I needn't leave Smiths with it tucked away in a brown paper bag! What's more, the layout inside the mag is every bit as adult and gives the features the 'grown up' look which they warrant.

Keeping in with this look, the actual articles are well-written, too, and are informative without being condescending and patronising. Well, enough of this creeping, but I really felt that you guys deserve a massive pat on the back.

Alan Droud, Bucks.

LICENCED TO ILL

Once again I peruse your pages and learn of countless new licences that are being snapped up for conversion. As a great fan of films, I really like the idea of basing a game on a movie's good points, but all too often we're subjected to tedious and repetitive games which bear either very little resemblance to their big screen counterparts or are totally dire. Take, *Darkman*, for instance. The film is one of my favourites and is full of action, fast-moving scenes and it even has a new superhero as its central character. What could possibly go wrong? With that in mind I recently rushed to my local computer shop and, on spotting *Darkman*, I bought it straight away. Big mistake.

I should have been suspicious when I hadn't seen any reviews, as Ocean stuff always get reviewed way in advance of release. As a game, *Darkman* is just another multi-stage affair, with a 3D driving section and platformy action. Sounds familiar? Well, let's just say the words *Batman* and *Total Recall*. So here I am twenty-five quid down and totally fed up. Never again will I buy an Ocean movie licence without playing it first. What's worse, I've just seen *Terminator II* and think it's the ultimate film ever, but what of the game? Looking at your preview, it looks quite nice, but it's another multi-stage split up thing which worries me.

Film licences CAN be good – just look at the *Indy III* adventure and *Batman* (although it used Ocean's multi-game system) – but all too often potential is wasted and it's mugs like me who end up paying for Ocean's next couple of licences. So come on chaps, play fair and take more time when you're planning out all your big licences, because it's us lot out here who pay for them, and if we stop coughing up the readies it's you who are stuffed.

Adrian Campbell, Hastings.

WHAT'S IT WORTH?

I was talking to a couple of mates the other day and we were arguing about how many copies an average game sells. After all, you read all these stories of programmers driving Porsches and Ferraris, so they can't exactly be paupers, can they? So, solve the argument and tell us.

Pete Grant, Andy Braithwaite, and Colin Dukes, Aldershot.

It depends, but all those stories about Ferraris are

➢

THE TOP FIVE

This month's reader's list is from Alex Soulsby, who hails from wonderful Hertfordshire.

1. **Pro Tennis Tour 2**
2. **Gods**
3. **IK+**
4. **Lemmings**
5. **Swiv**

Alex Soulsby, Herts

WRITE TO CU, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

I'M COMIN' GET YAA!

BACKCHAT

grossly untrue most of the time. It's difficult to determine how many copies a game sells as it varies from company to company, and whilst some are pleased if they sell 2-3000 copies of a title (and these are mainly the smaller companies), others claim to sell in the region of 20-30,000. However, in very rare cases such as the first *Bard's Tale* game and the original C64 version of *Ghostbusters*, they have sold over a quarter of a million and 100,000 copies respectively. Once again, though, these rather impressive sales figures are soon whittled away by packaging, ads, promotions, and paying employees.

CLONE ZONE

Why do so many software companies 'borrow' each other's ideas? EA came out with *Populous* and now you've got *Utopia, Megalomania* and *Powermonger*. A company produces a flight sim that does well and it's immediately followed by a host of other plane games. At least most licences have original plots.

Also, what do you think will be Christmas number one? Me and my mates reckon it'll be *Terminator* or *Lotus 2*. It's sure to be a close run thing, though, as there are so many top-quality games out there.

Terry McDonald, Liverpool

If a game sells in vast quantities such as the original Populous (and wait until you see its sequel!), then other software companies are bound to want to get a slice of the action. Imitation is the sincerest form of flattery, after all. And as for the Christmas number one, Dan reckons that if there's any justice Core's *Heimdall* will top the Crimble top ten, but he's a bit dubious as to what depths the Amiga buying public might sink to this December. It's likely we'll see some boggy licence appear in the top slot. Our omnipresent Editor, lord or time and space, is currently on holiday sometime next year and reliably informs us that *Robocop 3* was number one throughout the festive season.

READERS REVIEWS

GOLF CHALLENGED

After reading your review of *Challenge Golf* I found out that my friend had bought it. So, I went round his house to have a good go. I totally disagree with Fiona's review – the game isn't average, it stinks! The graphics are hideous with loads of right angles and sudden edges, and the sound is minimal even by Golf sim standards. Neither are really bad, though – it's the playability

TO

HULK HOGAN PYTHON POWER

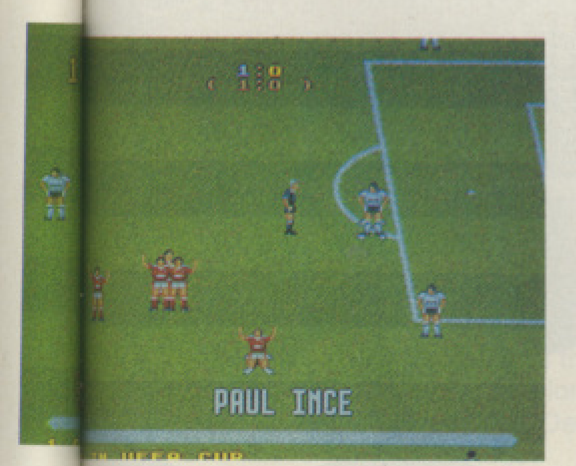
WWF™

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OCE

that's lacking. The feel of the game is dreadful and nothing like the real sport. The ball never seems to get airborne half the time, and it certainly doesn't follow the target cursor. Also, the putting section is nothing short of diabolical. There's no indication of what distance the strength bar represents, and the slope on the green bears only the slighest resemblance to that on the screen. Most bizarre of all, the hole is made of rubber and the ball spends more time bouncing off it than going in. With superb golf games such as *PGA Tour* available for the same price, who needs *Challenge Golf*? On-Line Entertainment must be barking mad to release this for twenty-five quid!

Peeyush Durani, Romford.



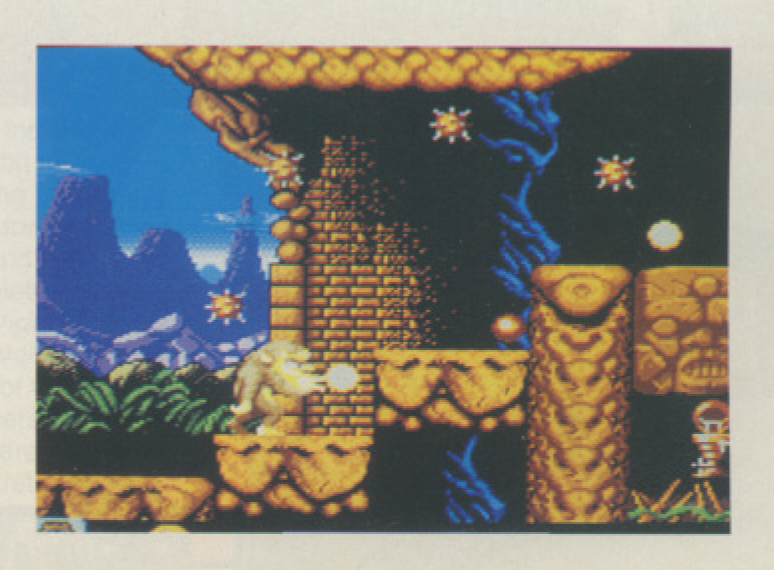


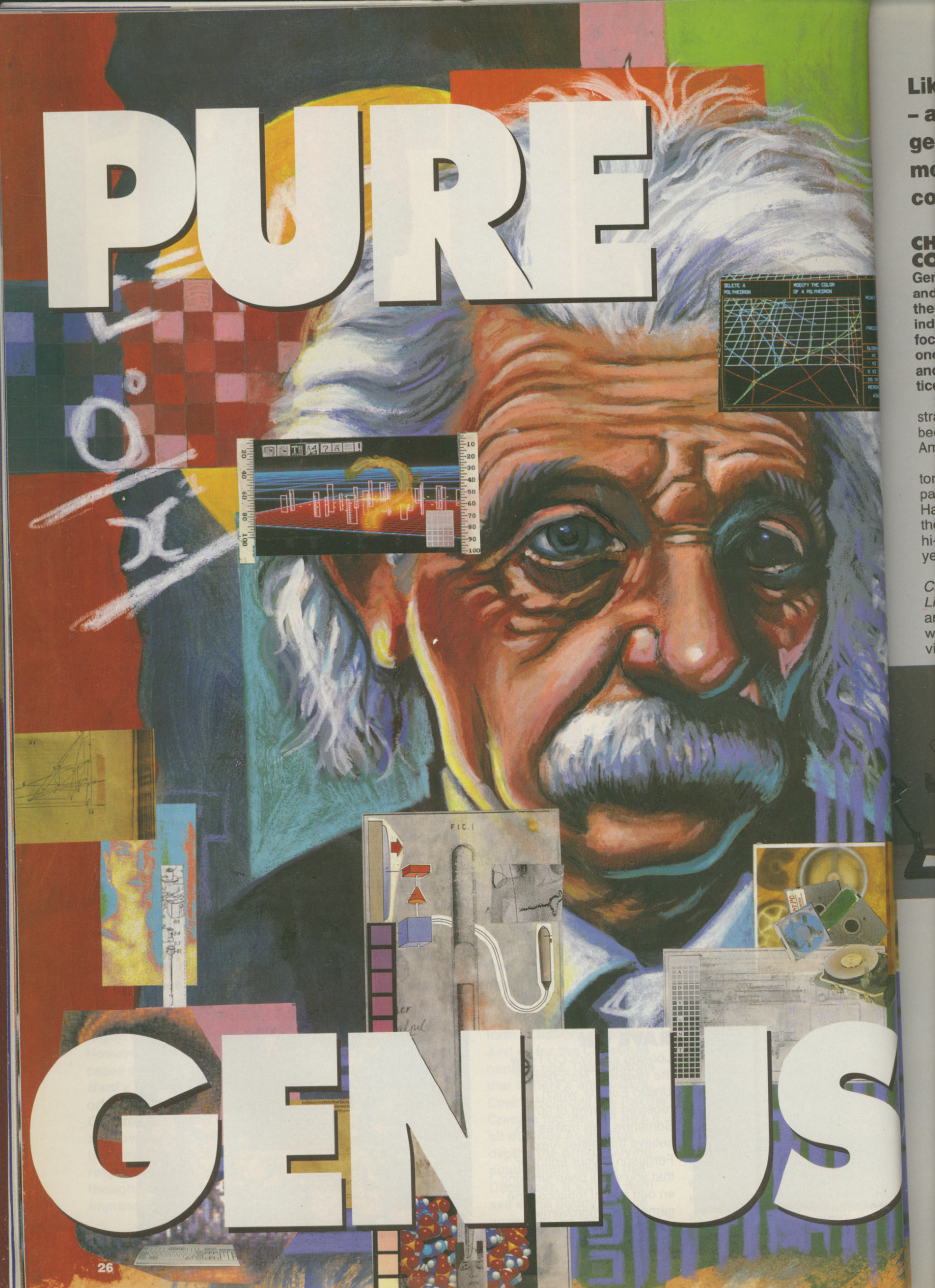
MANCHESTER RAVE ON

Looking at July's CU I saw the review of *Manchester United Europe*, which received a rating of 90%. Somehow, this makes me believe that either Alex Ferguson is your Editor or that you've all been smoking an odd sort of tobacco. The game is an improvement over the original and the graphics are clearly better, but the playability really lets the game down. The game is biased so that tackling a computer opponent is nigh-on impossible, due, I think, to some dodgy sprite detection. Goals can also be scored by shooting at the 'keeper's left or right side nearly every time. *Man United Europe* is still a challenge, even though I beat it on my third go! I'd give it 80% overall.

D. Waine, Slough.

Dan says: I've never been a fan of *Kick Off*. Although *Manchester United* is far from perfect, it's still the best kickabout on the Amiga.





PURE GENIUS

Like anything else in life, computing has grown – and will only get better – as a result of research, consumer pressure and that elusive spark of genius. Matt Broomfield and Mark Patterson take a look at three of the most innovative products of late and let the entrants to our add-on compo know how they've been faring in the Einstein stakes

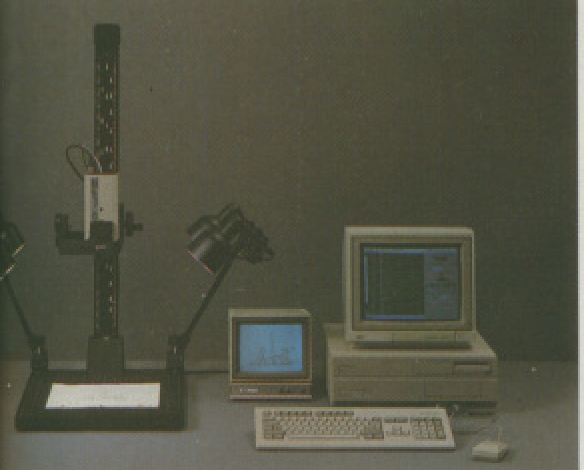
CHROMA COLOURMATION

Genius may be one tenth inspiration and nine tenths perspiration, but there's little point in sweating – or, indeed, thinking – if your ideas aren't focussed in the first place. Here's one business who take great ideas and know how to put them into practice.

London-based Chromacolour are no strangers to innovation; after all they've been creating exciting hardware for the Amiga for years.

They started life in 1983 as an animators' supply company, providing special paint to companies including Disney and Hanna Barbera. Embracing the power of the Amiga, they moved rapidly into the hi-tech world of computers a couple of years later.

Their flagship product is called the *Chromacolour Professional Animation Linetest System*, which won't be winning any 'Snappy Title' awards! The system, which weighs in at a hefty £11,000, provides professional animators with a



Chromacolour's innovative video system

quick and convenient system for testing their acetate drawings. It includes an A3000 with eight megs of memory and a digitising camera.

Artwork is placed on the digitising table and scanned by the camera. This image is then passed to *Chromacolour*'s proprietory control software which allows you to add colour, check timings, and even calculate lip and sound synchronisation. Up to 16 levels of animation can be simultaneously supported (the equivalent to having 16 different animations running simultaneously). Roy Evans, one of Chromacolour's directors, says that even the most complex animations don't require a great deal of power. Despite their relatively high price tags, Chromacolour's products are selling well, with BBC TV and world-class animators Cosgrove Hall using them.

They also produce a number of cheaper alternatives to the Professional, starting from the £2900 mark, although a new system is currently under development which looks set to turn the amateur animation market on its head. Watch this space...

24-BITS OF TOAST

What's small, beige and has popped-up in the imagination of the Amiga owning public? A tasty, graphics wonder box, bizarrely-named the Video Toaster.



Toast and 24-bit graphics

Despite the recent flurry of excitement centred around 24-bit graphics cards, Newtek have been producing the 'ultimate' Amiga graphics device over in America for several months. *The Video Toaster* is designed as the Amiga's answer to the *Quantel Paintbox*, in that it can create and manipulate broadcast quality graphics.

It incorporates every tool that the professional graphics user could possibly hope for. Of particular interest to broadcasters and video makers are its image processing routines, handled by the Digital Video Effects unit. This allows you to mix images from up to four live video sources in real-time. Images can then be magnified, shrunk, warped, or squeezed to create extremely polished videos.

The Toaster also includes *Lightwave 3D*, a 24-bit three-dimensional rendering program, a character generator for producing superb quality text and titles, and ChromaFX for complete colorisation control. In fact, the *Video Toaster* is comparable to the overlay effects used on BBC's Top of the Pops.

Although a PAL version has yet to materialise, pundits are predicting a release date in the first half of 1992.

PATENT RIPOFF

If you have ever invented a product which you consider commercially viable, you ought think about protecting your ideas. The most effective way to cover yourself is to lodge a patent. Unfortunately, it is also the most expensive. . .

When an invention is patented, you have to submit accurate plans and a complete written description of how the item works. The objective is to ensure that nobody else can copy your ideas without your permission. However, when submitting designs, most inventors want their patents to be as all-encompassing as possible so that companies can't just just change one aspect and then claim the new patent themselves. On the other hand, if a patent is too specific, inventors may find that they don't hold the patent for their version of the design. For example, the inventor of a new water-driven engine for the Ford Capri would want to ensure that nobody could change the design of a gasket and claim a new patent. Conversely, he'd also want to ensure that he holds the patent for water engines for all other makes of car.

For this reason, many inventors employ the services of a patents agent, whose job it is to calculate the most advantageous patent. Each year, tens of thousands of inventions are submitted to the National Patents Office, but many of them are refused a patent, because they're unoriginal or poorly documented.








Screen shots from various formats.



UTOPIA
THE CREATION OF A NATION ?



"The best game Gremlin has ever released." 94%



"A cross between Sim City & Populous." 93%



"Utopia is an excellent game."



93% "The next Generation in Godgames"



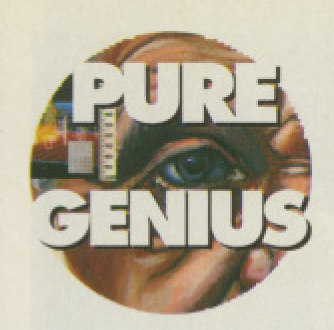
Ace Rated 920

Can you create Utopia? Now's your chance to find out. Leading a colonising party to a barren planet you aim to create the perfect society, where everyone has a quality of life rating of 100%. Do you spend your money on weapons or social research? Build hospitals or tank factories? The myriad of decisions to be made are yours, and the fact that there are over ten different alien races all bursting for the opportunity to wipe out the colony should speed up the decision making process. An icon driven game with the main playing area presented in isometric 3-D, Utopia breaks new ground in computer entertainment.



Available on: PC (1992), AMIGA & ATARI ST/STE.

Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS.





NewTek's tool can brilliantly delineate still-life

BAY WATCHING

Every single piece of research indicates that what Amiga owners want is a quick way of transforming their machines into powerhouses. California Access's *Bodega Bay* is promising to do exactly that. But will it be one example of a masterpiece that's flawed?

If you wish that you'd bought an Amiga 2000, but can't afford the trade-in price, *Bodega Bay* is claiming to answer your prayers.

It's a not-so-smart looking box into which your A500 is placed. Once installed, your Amiga will be transformed into a cut-down A2000. Four internal expansion slots allow the user to add peripherals such as hard drives, memory upgrades and controller cards. Three of these are also configured as IBM-AT slots for use as bridgeboard slots.

There is space inside for a 3.5 inch hard drive, and a removable faceplate allows you to add either a 5.25" drive, or an additional hard drive. Alternately, you could install two half-height 5.25 drives or, using an additional mounting kit, a 3.5" hard or floppy could be used. A heavy duty 200 watt power supply is built into the casing, and this should be more than Adequate to support all the extras you could want to add.

The Bodega Bay is not 100% compatible with all A2000 boards; accelerator boards cause problems, as do certain types of memory expansion. Although not quite perfect, California Access's *Bodega Bay* is the best of the current A500 expansions. If you require the expandability of an A2000, for the cost of another A500, this seems to be your best bet at the moment.

Top ten most 'imaginative' Amiga free utilities. Weird out your machine with some crazy PD

1 *Drawmap* – visualise your world (man!) from any perspective
2 *Prompt* – turn an Amiga into a teleprompt system and be like Trevor McDoughnut
3 *Eliza* – psychoanalysis for beginners at the stroke of a key
4 *Spectrum Emulator* – you'd have to be a 'crazy genius' to want this
5 *Sendmorse* – Dot, dot, dot, dash, dash, dash. . . learn morse code
6 *A-Gene* – find out about your forebears, were there any skeletons in their closets?
7 *Speak* – you, too, can own a talking clock. . .
8 *Wavemaker* – make your machine sing doo-wah-oo-ee-oo
9 *Hermes Financa* (mortgage analysis) – repossessed? Well, you should have had this...
10 Nag-it – oh well, if you're really on skid row you can always have a bet on the horses.

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GUNSHIP
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ENTERTAINMENT SOFTWARE



EUREKA! NOW IT'S YOUR GO...

Two things of late have split our mailbags at their seams. One has been a competition to win a CDTV, and the other has been entries for our design-an-add-on feature from our August issue. So just how cerebral, innovative – and practical are they, and could you do better?

NORTY BUT MICE

Mice were as well represented as any other peripherals. From James Smith in Essex came the idea for a stationary mouse. It would work by resting on four raised micro-switches. By rocking the mouse in the desired direction the switches would be triggered. The advantages of this device is that it would work in a very small area, but it wouldn't be as accurate as a conventional mouse.

STATIONARY MOUSE
USEFULNESS ★★★
FEASIBILITY ★★★★★
ORIGINALITY ★★★★★
SALEABILITY ★★★

Mouse and joystick combinations were also popular. Most of these were completely unfeasible apart from a design sent in by Michael Bainbridge from Kembal. It would look like a normal joystick with a large fire button and two smaller mouse buttons behind it. The stick would be detachable so it wouldn't interfere with mouse operations. Unfortunately this unit comes unstuck underneath. None of the designs we saw overcame the problem of making the joystick adhere to the table without the mouse ball interfering.

MOUSESTICK
USEFULNESS ★★★★
FEASIBILITY ★★
ORIGINALITY ★★★
SALEABILITY ★★★★

The strangest idea for a mouse came from Chris Conway of Essex. How does the idea of a mouse glove grab you? You insert your hand into a plastic glove which has an optical sensor on the palm side. You would then move your hand above a reflective pad. Up until this point the idea is fine, it's just a pity Chris forgot to add any buttons.

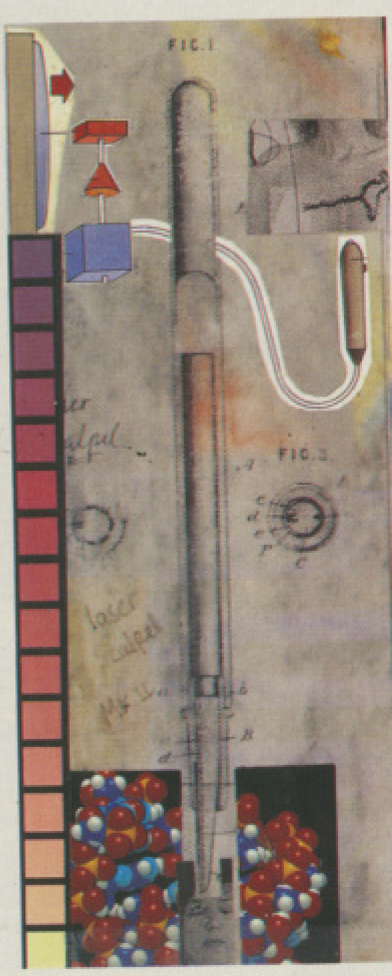
MOUSEGLOVE
USEFULNESS ★★★
FEASIBILITY ★
ORIGINALITY ★★★★
SALEABILITY ★★

STICK AT IT

Joysticks were another popular category. Among the strangest was Paul Michalak's Squeeze Stick. This would differ from normal stick through its absence of fire-buttons. Instead, the top of the joystick would be a rubberised ball, which would cover two micro-switches. Squeezing the ball would act as the trigger. The major advantage of this stick would be its one-handed operation.

SQUEEZE STICK
USEFULNESS ★★★★★
FEASIBILITY ★★★★
ORIGINALITY ★★★★
SALEABILITY ★★★★★

A revolutionary joystick idea came from Lars Thomsen in Denmark. His idea replaces the conventional stick with a five-button mouse called a Joyboard. There would be three buttons on top of the device, with others on either side. The only drawback with this device is that most games are designed to work with standard eight-direction digital sticks. That said, a great many games would benefit from analogue control. This device should really be described as the first games mouse.



Totally bizzare – an Amiga scalpel

JOYBOARD
USEFULNESS ★★★★
FEASIBILITY ★★★★
ORIGINALITY ★★★★
SALEABILITY ★★★

The most radical, not to mention impossible-to-build, device is Neil Canning's Joyhelmet. This gadget would be worn like a normal helmet and scan the brain for its movement commands. There isn't a description as to how it might work, but we think an ultra-sensitive voltmeter aimed at the cerebral cortex to read electro-chemical impulses could be what it needs. You'd also need to shave your head or earth your hair to rid your cranium of static electricity before using the device.


Simple but neat – Lars Thomson's Amiga drawer.

JOYHELMET
USEFULNESS ★★★★★
FEASIBILITY ★★★★★
ORIGINALITY ★★★★
SALEABILITY ★★★★★

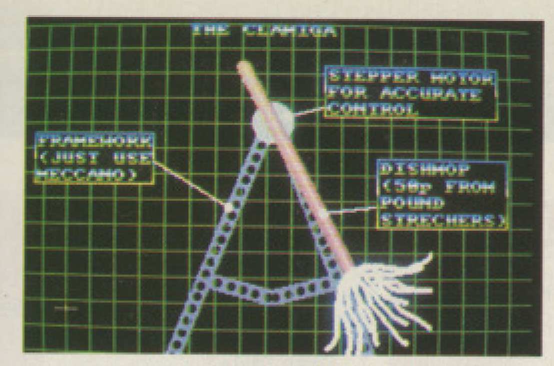
Slightly more feasible than the Joyhelmet is the Vocal Stick, a voice-operated joystick. It would work by the user calibrating the system by speaking the assorted commands so it could store the waveform, and compare them to spoken commands held within its database. Three years ago, US Gold pioneered the *Lip Stick* which accepted a vocal command to fire the weapon, although this didn't recognise words, it was activated by sound alone. The major drawback with this system is that certain games would require you to shout commands like a psycho on acid. Even slow games would require the user to keep the pitch of their voice as close as possible to the one the used when calibrating, as even the slightest adjustment in pitch would make their commands unrecognisable.

VOCAL STICK
USEFULNESS ★★★
FEASIBILITY ★
ORIGINALITY ★★★
SALEABILITY ★★★★

ON THE FRINGE

Apart from the expected gadgets there were also more than a few oddities. How about the bizzare Amiga scalpel, a cross between a light-pen and a ball-point biro? The nib of the scalpel acts like a light-pen, but the unit is sprung to measure pressure as well as motion. It could be used in conjunction with digitised pictures to help train student doctors or biology pupils. It would save a fortune in cadavers and ready-killed rats.

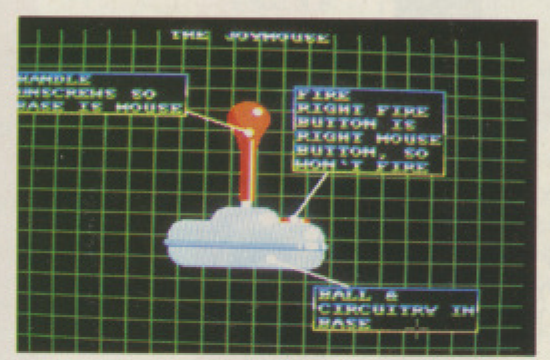
AMIGA SCALPEL
USEFULNESS ★★★★★
FEASIBILITY ★★★
ORIGINALITY ★★★★★
SALEABILITY ★★★★



Now you *can* clean floors without scratching. . .



Display IFF files in your Amiga living room



Take off the stick and roll that mouse



Go on, squeeze your joystick for results. . .

One of the largest, and priciest, add-ons is appropriately called the Ultimate Amiga Peripheral. It's been designed by Daniel Morgan and contains virtually everything an Amiga needs. The basic unit would contain a 50Mb hard drive, 4.5Mb of RAM, one or two extra drives and a flicker fixer. There would be cheaper models with smaller hard drives, no flicker fixer and less RAM. Daniel estimates that the cost would range from £400 for a 20Mb hard drive, 1.5Mb RAM version to well over a grand for a model with a 100Mb Hard drive, 8Mb RAM and loads of extras. The Amiga would plug straight into the unit.

THE ULTIMATE AMIGA PERIPHERAL
USEFULNESS ★★★★★
FEASIBILITY ★★★★
ORIGINALITY ★★
SALEABILITY ★★★★

Computer burglar alarms are nothing new, but D. Marshall reckons he's come up with the ultimate home security system. The basic package would come with interfaces, different types of switches, two disks, and two-core wire to connect it all together. To go with these would be infrared sensors, microphones, key pads and electronic locks. Among the potential features are digitised voices, sampled dog barks and automatic triggering of lights. Mr Marshall has a system like this already installed in his home, so there's nothing far-fetched about it.

SECURITY SYSTEM
USEFULNESS ★★★★★
FEASIBILITY ★★★★★
ORIGINALITY ★★★
SALEABILITY ★★★★★

AUTOWAGGLE

If you've ever played games such as *Daley Thompson's Olympic Challenge* you'll know the pain incurred from frenetic joystick waggling. T Bannister from Sussex has come up with Autowaggle, a kind of left/right autofire. Included in his entry was a full parts list as well as production costs. We estimate that the Autowaggle is capable of an astounding 350wpm (waggles per minute). Highly impressive. Unfortunately, the product's usefulness is restricted by the current dirth of waggleable games.

AUTOWAGGLE
USEFULNESS★★★
FEASIBILITY ★★★★★
ORIGINALITY ★★★★
SALEABILITY ★★★

COMPUTER DRAWER

One of the Amiga's drawbacks is the space it takes up. Lars Thomson from Denmark has come up with a clever solution to this problem. The Computer Drawer doubles as a monitor stand and Amiga case. When you've finished with the computer you just push the draw in and forget about it. A very practical gadget, it's just a pity Lars forgot to include anywhere for the leads to go.

COMPUTER DRAWER
USEFULNESS ★★★★★
FEASIBILITY ★★★★
ORIGINALITY ★★★★
SALEABILITY ★★★★

AMIGA CONSOLE

There has already been much speculation as to whether there will be an Amiga console or not. This was the inspiration behind David Wiltshire's idea. The machine is the SEDA C200. It would have two joystick ports, reset button and similar hardware to the Amiga, but a meagre 200k of memory. The console would also use disks instead of cartridges, so it could be compatible with standard Amiga games. The main fault with this would be lack of memory, cartridges come with built in RAM so perhaps dropping the disk drive in favour of a cartridge port would be a better idea.

AMIGA CONSOLE
USEFULNESS★★★
FEASIBILITY ★★
ORIGINALITY ★★★
SALEABILITY ★★★★★

AMIGA VISION

Also from Paul Machalak is the Amiga Vision. This isn't strictly an add-on, and it could work for other computers as well as the Amiga. It displays IFF graphic files in a similar way to a slide projector. The machine checks the disk for IFF files then displays them on a built-in monitor, as well as channelling the image through a projection lens. The problem with this is the cost, as the machine would require a two inch colour monitor, 3.5" drive, projector and computer chips to run the system.

AMIGA VISION
USEFULNESS ★★★
FEASIBILITY ★★
ORIGINALITY ★★★★
SALEABILITY ★★

CLAMIGA

This is a device that's set to revolutionise the Amiga. The Clamiga from Mark Sheedy is built from a complicated array of Meccano, a stepper motor ,and a dishmop. The device is then held over the Amiga switched on. The resulting mop action actually cleans the keyboard. By applying a mild detergent to the mop it can clean all those ground-in stains. Incredible.

CLAMIGA
USEFULNESS ★★★★
FEASIBILITY ★★
ORIGINALITY ★★★
SALEABILITY ★★

TOTAL IMMERSION SYSTEM

Virtual Reality is nothing new, neither is Mark Sheedy's idea for a VR helmet. The device has twin LED displays for 3D, stereo head phones and the all-important size adjustment strap. With current technology this would cost a fortune to build, definitely one that has to wait for a few years.

TOTAL IMMERSION SYSTEM
USEFULNESS ★★
FEASIBILITY ★
ORIGINALITY ★
SALEABILITY★★★★

THE MUSICAL MOUSE

With the increased popularity of music programs on the Amiga, Bryan Wainhouse's musical mouse seems like a good idea. It has six buttons each of which is used to perform different musical functions. A mode selector switches between the different music modes, and chords and individual notes can be played using preloaded samples. A bit more development could transform this into a very useful tool.

MUSICAL MOUSE
USEFULNESS ★★★★★
FEASIBILITY★★★★
ORIGINALITY★★★★★
SALEABILITY★★★

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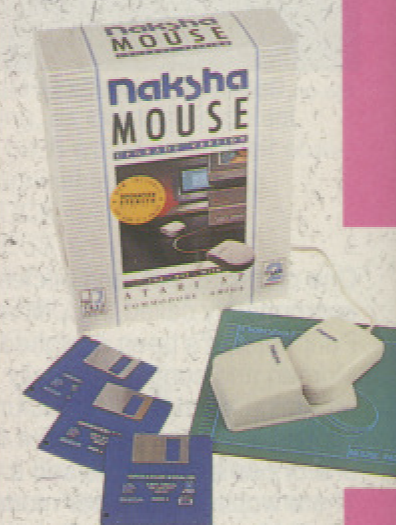
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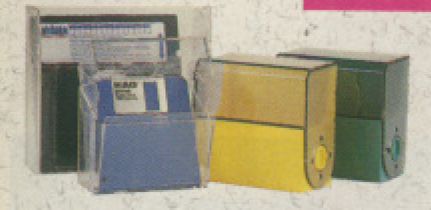
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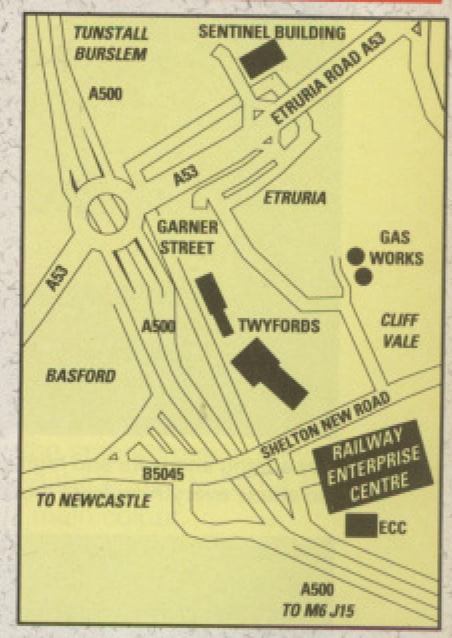


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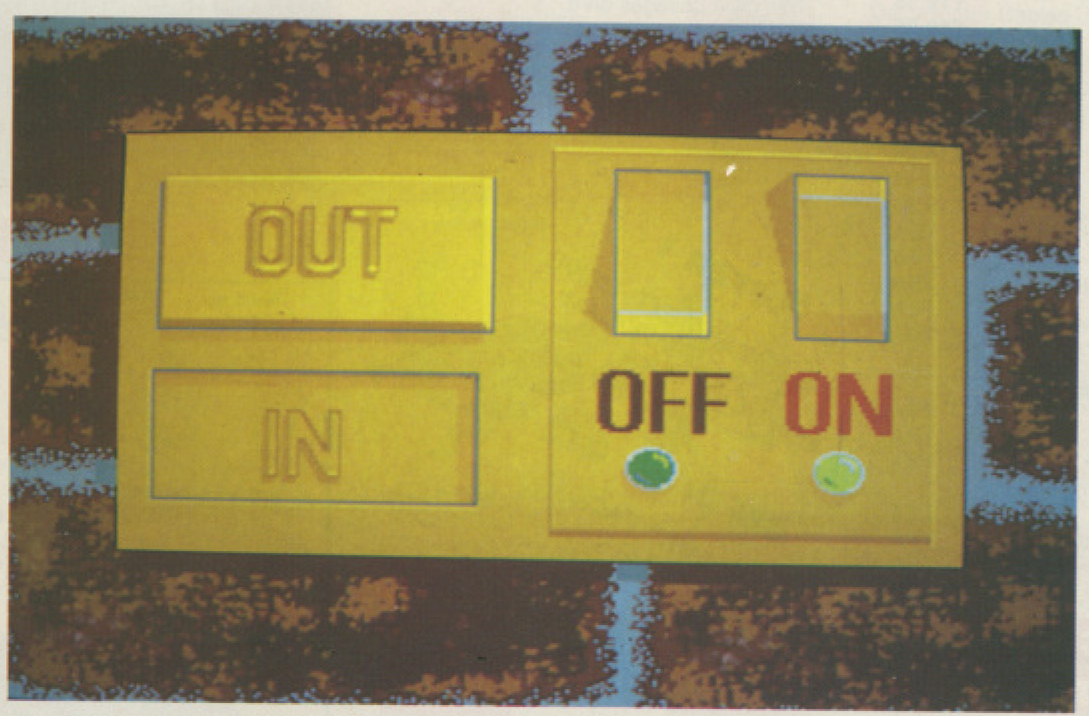
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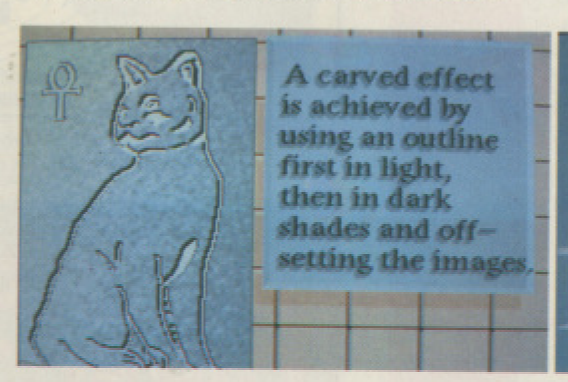
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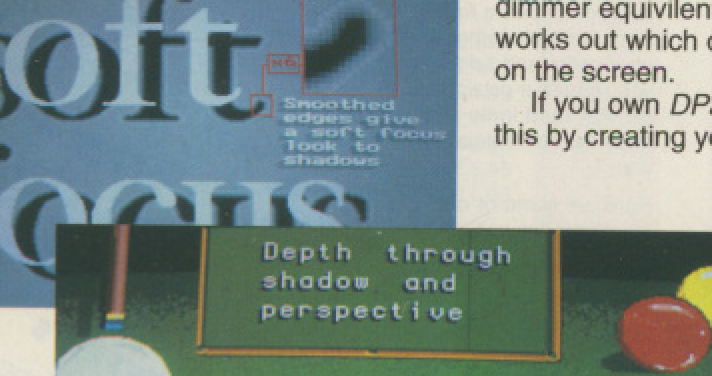
Get real

Realistic shading can turn a flat image into a 3D work of art. Our own multi-dimensional expert, Peter Lee, shows you how to add depth to your art.



By adding shadows and highlights even the dullest objects can be brought life. Take care, though, to shade everything from the same direction.





A 'carved in stone' effect is simply a matter of adding light and shade to simulate depth, whilst shadows can be made more realitstic by 'softening' their edges.

Advanced artists can add multiple light-source highlights to create neara ray-traced effect to their images

THE HAND IS QUICKER...

You may not be a successful liar, but your Amiga certainly is. It can even trick your eye into believing that black is actually white. But its showpiece illusion is the way it mimicks 3D – and it's all done by choosing the right colours to simulate depth and perspective in an object.

BASICS

Real objects have bulk. Shadows and highlights create the illusion of depth on a two-dimensional computer screen, and so does perspective - duplicating the way straight lines converge as they head off into the distance (like railway tracks which appear to meet at a point some way away). If these techniques are combined, you can create images which spring to life and appear real.

LIGHTSOURCE/COLOURS

As you compose your picture, you should keep in mind the position of your light source. Your drawing will look false if shadows are cast in opposite directions, and the eye will quickly pick up the discrepancy. This is especially important in outdoor scenes, where the sun's position determines the angle of the shadow. Even the sky has a variety of lighting effects. It's usually composed of different shades of blue which may graduate from light to dark. It may require more complex and subtle colouring to create a realistic effect.

MODES

An object's shadow tells us more than the angle of the light source – it also carries information about the subject's height and volume. If your paint program allows you to work in halfbrite mode (64 colours), then you're in luck when it comes to creating shadows. Halfbrite uses a palette of 32 main colours, and a further 32 which are dimmer versions of the first set.

When it comes to working out the colour of shadows, all the work has been done for you; if a shadow is cast on red, all you need do is use the halfbrite red as the shadow colour. *DPaint III* even has a halfbrite fill option, which converts your drawing colours to their dimmer equivilents. It automatically works out which dimmer colour to place on the screen.

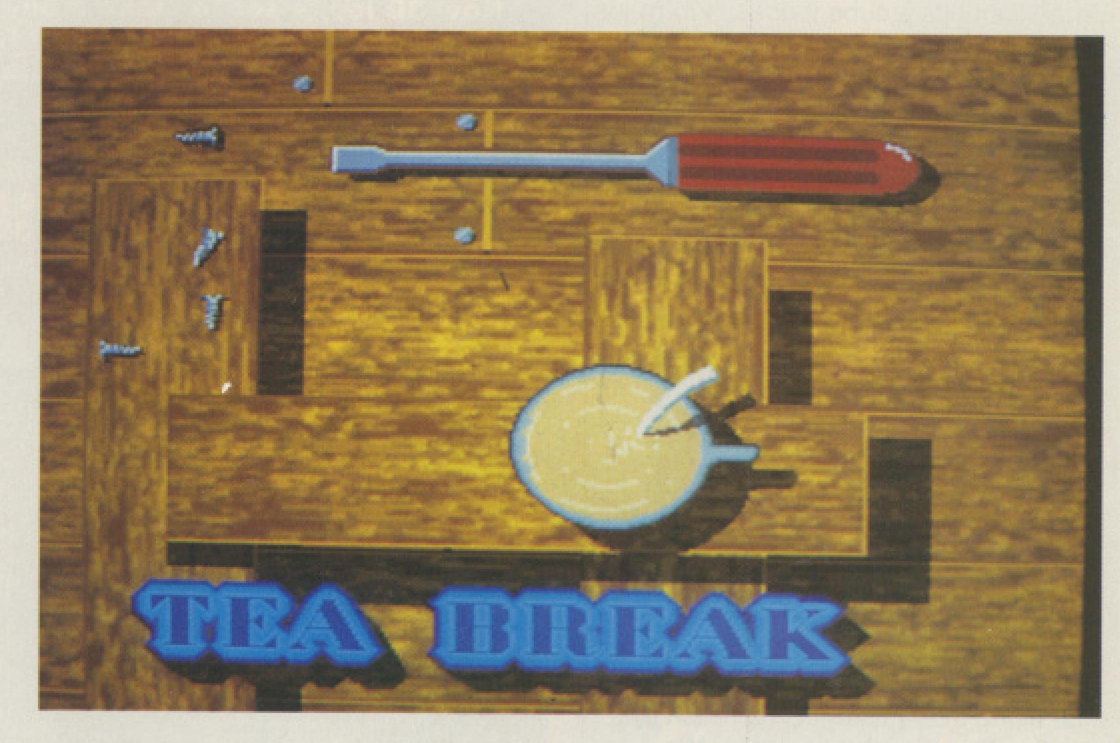
If you own *DPaint II*, you can mimic this by creating your own darker ver-

sions of your main colours. This means that you will end up with a palette of 16 main colours, and 16 for shadows. You will also have to fill areas manually with the dimmer colours where you need shadows. Although more time-consuming, this is still effective and gives results almost identical to halfbrite filling.

Artists who prefer HAM art packages have the benefit of a wide range of fill options - lighten, darken and blend - with which to add highlights and shadows to your work. Unfortunately it's much harder to control colours in HAM mode.



If used correctly, perspective can deceive the eye into giving your images substance and mass, to say nothing of the unpleasant effects on your stomach!



SUBJECTS – SHAPES, REAL LIFE

The simplest way to get started in the world of computer reality is with text. From title screens to instructions, text plays an important part in an Amiga artist's life, and fonts need no artistic skills to draw, as they're available on your Amiga from startup. Start out by making the fonts look solid then move onto more adventurous subjects later. Text manipulation was featured at length in previous articles on logos and fonts, so just one extra tip here - to give text a truly realistic drop-shadow, use a small range of colours based on the background colour to smooth the edges of the shadow. This can give the kind of soft focus, blurry-edged outline we actually see in real life, as opposed to the hard-edged kind lazy artists sometimes get away with.

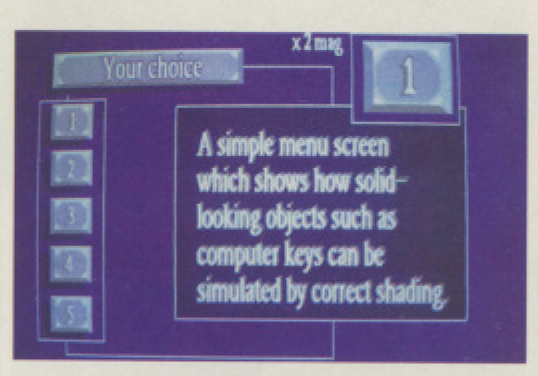
TIP – A quick way to produce a shadow of varying intensity is to use the gradient fill option. Set the dithering tool to give a slight peppering effect to your range of shadow colours. This should graduate from light to dark values of a particular colour. Filling an object with this mixture will add shade in a methodical, if not too life-like, way. Read on for tips on how to add more realism.

BRIGHT IDEAS

Whichever way you choose to construct a shadow – using halfbrite or a darker solid colour – you will need to add something else to your object: a highlight. A face, cup, or even a floppy disk will catch the light in some areas more than others. You don't have to add highlights to every object but a sphere, for instance, would look like a flat disk without them.

A highlight is a small area, which reflects light, and it's possible to get away with using the colour white for the reflection. A small bright curve on the top of any coloured sphere is all it takes to fool the eye into believing it's true a 3D object. Use the smooth option (keyboard F8) around the edges to blend it into the object's main colour.

Organic subjects such as plants will seem more natural if you base your highlight upon a lighter version of the main colour you are using; faces need a light pink, leaves a pale green and tree bark will need a lighter brown where the sun strikes it.



Even something as basic as menu gadgets can be enhanced by the addition of 3D shadows.

TIP – Shadows and highlights rarely occur horizontally or vertically because the light source is generally at an angle to the subject. *DPaint*'s fills take no account of this. To overcome this, create a horizontally-filled rectangle of the spread of highlight colours you have defined (say a range of eight greys), grab it as a brush, then use the rotate option in the brush menu to tilt it until the ➢

M. SILHOUETTE Perhaps the crudest form of light and dark artistic image is a silhouette. This is usually a black paper cut-out showing either a person's face or an object. They were very popular forms of inexpensive portraiture (when painting, and later photography, were for the well-heeled). A great deal of skill and dexterity was required by the artists. Silhouettes got their names from Frenchman Etienne de Silhouette (1709-67) who was so miserly as Minister of Finance in 1759, that anything to do with cheap meanness took his name.

Get real

appropriate angle is reached. You can either use this new brush as a fill pattern, or make a stencil of the colours you wish to preserve in your drawing, then stamp the brush down on the area which requires the gradient shadow effect.

SPECULAR HIGHLIGHTS

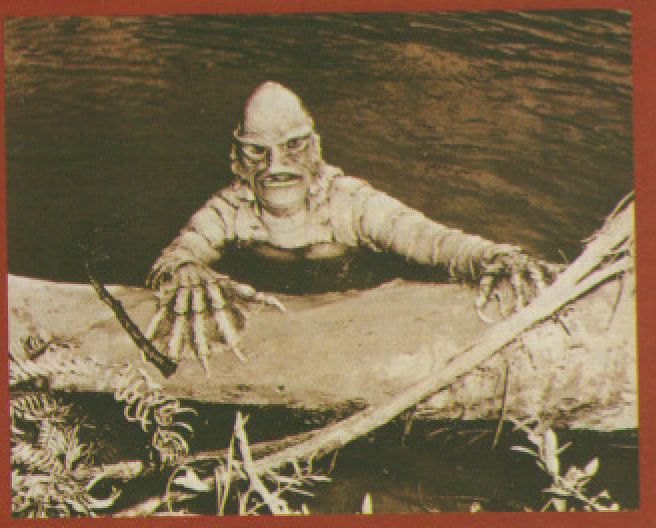
Gaining tighter control over highlights is available by 'hot-spotting' a few key areas of an object, which means adding a glint on a corner as it catches the light. When light hits a cube it doesn't form solid masses of shade and light; the shadow itself has varying intensities of colour, and parts of some edges pick out light and reflect it. Look at real objects, depending on their texture - glossy, matte, rough and smooth - each sends out different light patterns, and things are seldom seen in blocks of unvarying colour.

TIP – You will be amazed at how a couple of hot spots can breathe life into people's faces. One spot off-centered in each eye, and a couple on the lower lip convey a great deal of realism.

PERSPECTIVE

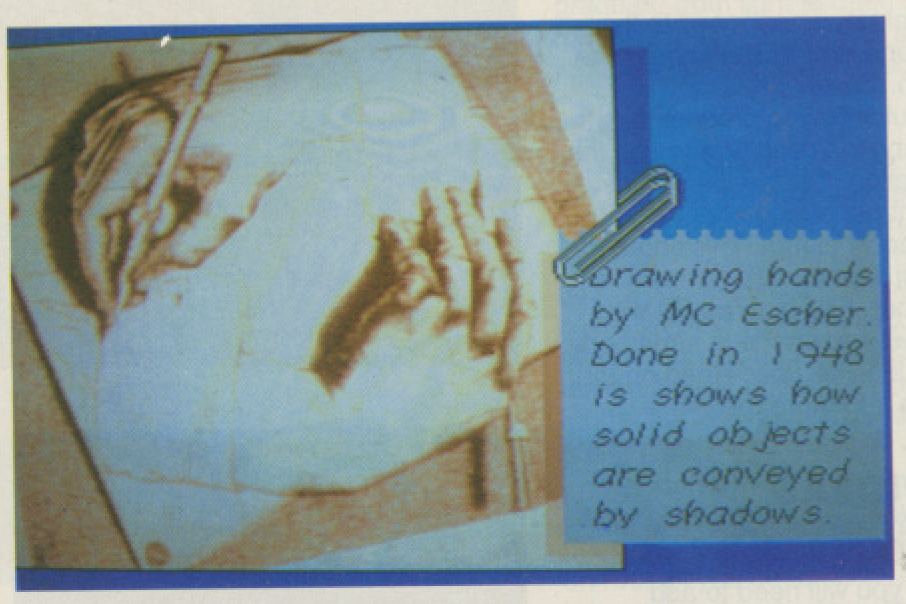
The trump card in your deck of tricks is perspective. A rough and ready way of doing this is to draw a series of horizontal lines beginning just a little above halfway up the screen, spaced at ever-increasing intervals until you reach the bottom. This simple effect fools the viewer into making a false mental picture of a receding surface. You can then add your objects, highlights and shadows as needed. We'll concentrate more on this subject in a later article.

MIRAGE Mimicking the depth of the real world with images has long been a lure to inventors. From the stereoscope (invented in 1838 by Sir Charles Wheatstone and forerunner of the Viewmaster slide viewer) to holograms, people have been fascinated by capturing depth in pictures.



Superman and Batman are among several comic book characters to have appeared in 3D form; pin-up books also had a vogue, and who can forget the great 3D movies – Creature from the Black Lagoon, House of Wax (1953), Fort Ti (1953) and The French Line (1954). Probably the most recent 3D film was We are Born of Stars, one of the stunning features shown on the giant Imax screen in Bradford's Museum of Film and Television.

Now 3D looks set to make a bigger come-back, thanks to European Astra satellite channel RTL+, who have been experimenting with a revolutionary system which allows a seemingly normal-looking colour TV picture to leap into the third dimension when special glasses are worn. These don't follow the red/green norm, but instead have light green and ruby colours as their components. The programs videotape just like any other, and the 3D information is intact. The use of 3D page three girls in The Sun has also aroused the interest of people - though whether it's in 3D is anyone's guess.



MC Escher was the master of optical illusion. His illustrations were brilliant at making what your eye believe what you wanted to see.









Simply mind-boggling 3D or not 3D?

Above centre: Halfbrite mode has been used to create shadows consisting of darker shades of the main background colour. highlights and shading have been used to turn the disk into a sphere. Basic 3D wire-frame objects are created using half-brite mode, which is used to simulate the way colours fade with distance.



NO PREVIOUS EXPERIENCE NECESSARY

If you've ever pictured yourself as a Brave Adventurer but have been put off by the complexity of Role Playing Adventures this is the game for you.

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Shadow Sorcerer

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- *3D isometric play area giving you more control on the playing environment.*
- *Control up to 4 characters in a life or death struggle against evil.*
- *Hexagonal grid map aids strategic planning.*
- *Combat action adventure.*

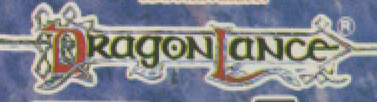
This new concept in role playing adventures means that in minutes you could be confronting the Shadow Sorcerer, the down side is that within minutes you could also be dead!!



Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.



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The crew of *StarFlight® II* may be rather less shady, but they are just as well armed. They have to be, to fight off revolting aliens as you set about exploring over 500 planets and 150 star systems. Each planet is different, some freezing, some awash with boiling lava. Starflight II is also completely open-ended, so there is no "correct way" to finish the game.

Back down to earth, or rather on the mountainous seas of the South Atlantic, in *StrikeFleet*™ you are in total command of a large task force. Your fleet consists of cruisers, destroyers, frigates, helicopters and even hydrofoils.



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Finally, there is *Lord of the Rings*,™ J.R.R.Tolkien's epic fantasy classic, brought to weird and wonderful life by Interplay. You are Frodo and your task is to protect the one true ring from the clutches of the evil Lord Sauron.

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Hard Nova



StarFlight II



StrikeFleet



Interplay's Lord of the Rings

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With Christmas approaching, the Amiga games scene is getting hotter and busier. CU peeked at a few that will be here within the next few months...



HUDSON HAWK

Bruce Willis baldly goes where no man has gone before.

THE GAMEPLAY: Based on Willis's latest cinematic foray, *Hudson Hawk* is a cutesy platform affair, with Willis's burglar anti-hero represented by a cute sprite (with a notable full head of hair!). Hawk's mission is to perform the biggest blag ever attempted, and this involves picking his way through a massive building and stealing anything that he stumbles across. The sprawling, twelve-stage complex is scattered with traps, though, so Hawk must be made to jump down lift shafts, clamber along wires, and bypass massive security systems; the latter of which add a puzzle element to the game. However, the buildings are patrolled by guards and their dogs who must be avoided at all costs.

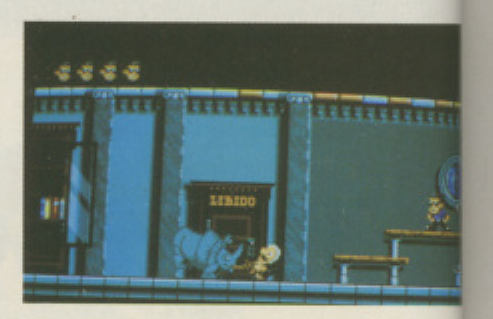
PLUS POINTS:
Surprisingly, the cute look that Special FX have opted for works really well. Whilst the sprites don't exactly resemble their onscreen counterparts, they serve their purpose perfectly and are a treat to look at. Likewise, the area Hawk explores is revealed a section at a time (as in Gremlin's *Switchblade*), and the feeling of actually scouring the dark building is enhanced immensely.

BEHIND THE SCENES:
Basing a game on such an odd film left only two options open to Special FX: either to produce a multi-stage *T2*-style game or a large arcade/adventure. As there are only a few key sequences in the film, FX have wisely opted for the second and have concentrated on creating a playable game rather than a series of showcase sub-games. *Hudson Hawk* has been in development for nearly seven months, with a team of seven people working on its various aspects.

FIRST IMPRESSIONS:
Initial impressions of *Hudson* are extremely favourable. Everyone in the Special FX team is pleased with what they have put together. Graphically, although small, the sprites are fun and the backdrops are bright and colourful. This matches the console-style playability of the game and should garner favourable reviews when the game's released.







UNDERWURLDE

Ultimate playability in this 8-bit conversion?
THE GAMEPLAY: Fans of the old Ultimate 'Sabreman' series will be instantly at home if this project ever comes to fruition. Before they created the isometric arcade/adventure, Ultimate unleashed Sabreman in the jungle-based runabout, *Sabre Wulf*, and the flip-screen platform land of *Underwurlde*. Realising that there are a whole host of older games players hankering back to the 'good old days' of classic software, two Chesham-based coders, Phil Lishman and graphic artist, Ben Jeffery, have begun recreating Sabreman's second adventure in its Amiga form.

On entering a forbidding castle, Sabreman is left to work his way out. However, he is stranded deep in the building's labyrinthian catacombs with the creature-ridden exit literally hundreds of screens above him. Each of these screens is made up of a series of items which can be used to ease the player up the screen.
PLUS POINTS: The simplistic control system the game uses is easy to pick up, yet makes completion of the game a matter of judgement rather than luck. All of the many creatures in the original are back, this time sporting slightly more intelligence while Phil is ensuring that the senseless loss of lives of the Speccy original will be cured.





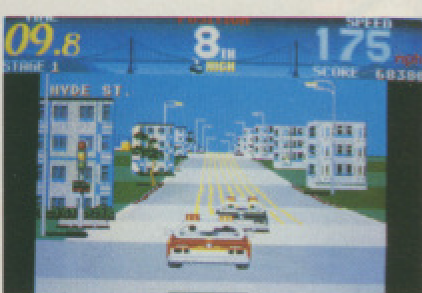
BEHIND THE SCENES: A big fan of the Ultimate games, Phil started work on his *Underwurlde* conversion just over two months ago. Existing as a short monochromatic demo, it will play almost identically to the Spectrum original – even down to the simplistic controls – but the graphics are being reworked to make use of the Amiga's 32-colour palette.
FIRST IMPRESSIONS: By no means Ultimate's finest hour, *Underwurlde* is still far more playable than most of the so-called Spectrum 'classics' of the era. This Amiga version reflects that perfectly, with colourful sprites and an updated look, with a simplistic feel to it. If Ultimate or whoever has to give the OK to the project and allows the team to release it, this updated version could be one of the most playable and eagerly-awaited budget games since Ocean's *Head Over Heels*.

DEVIOUS DESIGNS

Deco-rate the World with Mirrorsoft.
THE GAMEPLAY: In what must rank as the oddest scenario ever, a mad Professor has used a specially-created machine to turn key landmarks and buildings into art deco recreations. Obviously, these are now unusable, so the player has been set the task of restoring the buildings to normality. This is achieved by sliding a series of coloured blocks into a predetermined pattern which, when solved, will render the building usable again. However, a series of nasties patrol the screens and try to halt our puzzler's progress.
PLUS POINTS: Whilst *Devious*'s sprites are tiny, they are particularly well animated, and the little hero runs and jumps along the floor AND up the sides of blocks and walls. In addition, it really looks as if he is exerting himself as he lugs and pushes the blocks into position. In contrast to the small sprites, the backdrops feature large, instantly recognisable buildings, which round off the graphics nicely.
BEHIND THE SCENES: Known for his brilliant C64 Compunet pictures and demos and a nifty little blaster called *IO*, Bob Stephenson has teamed up with Peter Barren for the *Devious* development chores. *Devious* is being written on an Amiga-based system, and the idea germinated from a weird scenario the duo came up with surrounding a fully-animated character. The limitations imposed, though, saw the game gradually evolve into its present form.
FIRST IMPRESSIONS: A complex combination of shoot 'em up and puzzling themes, the one thing that is firmly in *Devious*'s favour is its variety. Most puzzle games – *Tetris* included – can be a little too 'samey' but the addition of aliens to Devious's gameplay adds a nice random element. Similarly, the control method is extremely clever without being confusing, making it a joy to play – essential in a game of this style.



CISCO HEAT





Cisco's here and Cisco's there with Mirrorsoft's racy conversion.
THE GAMEPLAY: In a sharp contrast to the goings-on of other race games, *Cisco Heat* follows the annual race of San Francisco's top Cops rather than a bunch of illegal rubber-burners. Supposedly the meanest drivers around, the racers must negotiate the many hills, twists and corners that are thrown at them, whilst simultaneously avoiding contact with the other racers. The Jaleco coin-op, whilst not breaking any new ground, was a solid favourite in its coin-op form, and the arcade machine's tortuous track has apparently been faithfully recreated. The fast pace has apparently been copied perfectly, too, and Mirrorsoft are hoping that *Cisco* will knock the likes of Gremlin's *Lotus* and U.S. Gold's *Outrun* series for six.
PLUS POINTS: According to development team, Ice, *Cisco Heat* will be an almost perfect recreation of the coin-op. Race games in the past have been criticised for their jerky update and unrealistic movement. Ice pin this problem on the way the sprites have been evolved, and have worked on a new system which they hope will solve the problem. If they can pull this system off, then the game will hopefully feature larger sprites and more detailed backdrops than past road racers.
BEHIND THE SCENES: Scottish development team, Ice, are becoming renowned for their race game conversions. So, with *Turbo Outrun*, *S.C.I*, and *Hydra* under their belt, Mirrorsoft deemed them the natural choice for the Jaleco conversion. During the development of the previous games, they have gradually refined their update and scrolling routines, shrinking the gap between conversion and coin-op. Games such as *Hydra* haven't exactly bolstered their reputation, but with *Cisco*, Ice think that this is the closet conversion you are likely to see.
FIRST IMPRESSIONS: With *Lotus II* currently wowing race game fans and *Outrun Europa* waiting in the wings, there may be a danger that *Cisco Heat* gets overlooked. However, this game could be worth taking for a spin.

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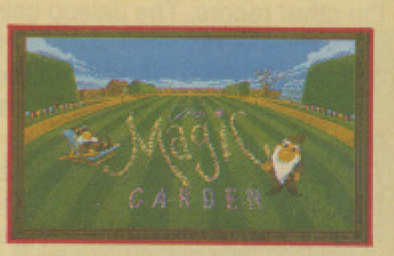
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CONSTRUCTOR







Mugging, murder and mortar from System 3

THE GAMEPLAY

In a distant galaxy lies a planet which is completely covered with water, bar one island. Every 100 years a mysterious giant red spot passes over the island and flattens all its towns. The island's government has decided to let a machine go head-to-head against a human to invent a storm proof city to prevent this – and the one who succeeds will be rewarded with instant riches. Houses can be built out of a variety of materials, ranging from iron sheets to marble slabs. The better the building, the higher the rent and profit for further developments. If the computer is doing well, though, the local mob can be brought in to extort money from tenants, burn buildings, put bricks through windows and even murder occupants. Of course, the computer can always return the favour...

PLUS POINTS

'Play God' games are now as established as shoot 'em ups. The ability to spy on individual residents in this game is excellent. Also, the planet's population is severely divided by class and moving low-class louts into an upper class area boosts the crime rate. Rich residents get mugged, chalk outlines appear in the apartments where they used to live and the occasional brick goes through leaded windows, giving the game a great snobbish strategy element.

BEHIND THE SCENES

Constructor is being written by System 3's resident in-house team of programmers. The basic game design and graphics are complete, although most of the playability is yet to be added. New ideas and adjustments to the screen layout are still being worked on and the game is steadily evolving as it is written.

FIRST IMPRESSIONS

If *Constructor* retains the humour that is present in its current preproduction state it should be a sure-fire hit. The gameplay is straightforward and easy to get into. Although your town is pretty much demolished every 100 years (in game-time, of course), well-built houses survive.

Thus, throughout the game both players have to put cash towards building a massive super-tower which is impervious to the ravages of the red-spot. The highest tower wins the game, adding a lasting objective.

FUZZBALL

System 3 grab hold of their fuzzy bits.

THE GAMEPLAY

Most platform games are derived from a smidgen of originality and a handful of borrowed ideas. *Fuzzball* is no exception. The hero is a fuzzy blob whose mission is to gather jewels which are guarded by weird ferocious creatures. The creatures come in two categories: the main bunch turn into blobs when shot and these have to be collected before they attack at twice their previous speed. The second class of nasties are a lot larger, and can take quite a beating before they eventually die.

PLUS POINTS

Platform games are a tried and tested format. *Fuzzball* exploits all the clichés such as time limits, reappearing enemies and bonus levels and there's enough variety to keep the game interesting. The in-game music is typically zippy, kids will love it and their parents will reach for the volume control.

BEHIND THE SCENES

Fuzzball is being programmed by a German team and has been 'under-wraps' for almost a year now. The playability is still being tweaked as some of the levels are too difficult. However, the basic game format will be unchanged from the version that we saw and there's very little to be changed in the visual department.

FIRST IMPRESSIONS

Fuzzball offers nothing new, but if the right balance between playability and difficulty is struck it should work. The levels are set on single screens which could prove very limiting, a fact which can only be offset with plenty of action. Potentially very good. Each level has a time limit which needs to be generous as a game like this could become incredibly frustrating.

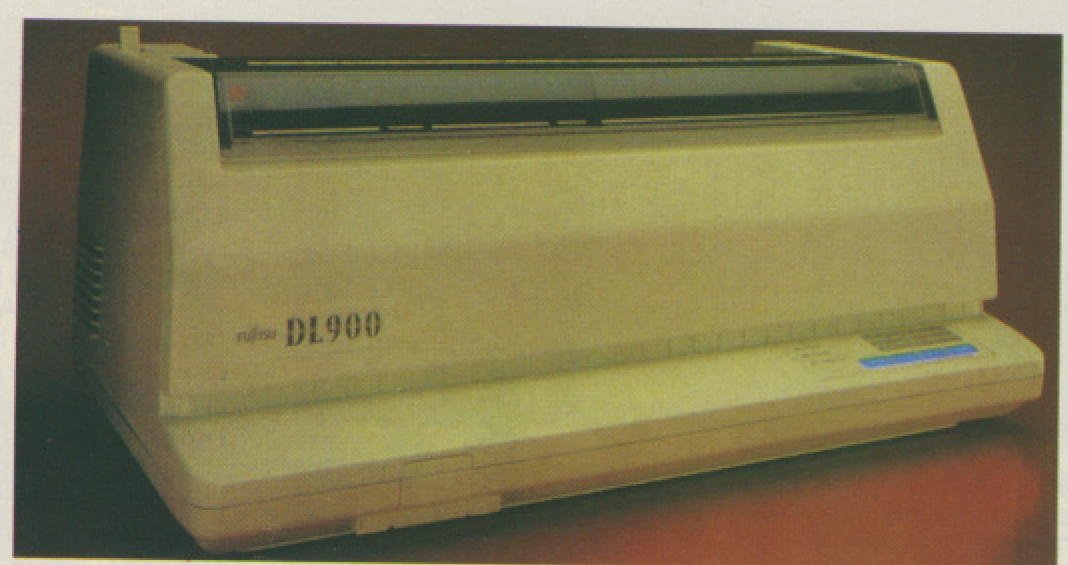




WIN A FABULOUS FUJITSU

Fujitsu, whose DL900 printer we reviewed last issue, have put up two of their wondrous machines as competition prizes! Understandably, Fujitsu are pretty darned pleased with their latest baby, so they asked us to dream up a suitably magnificent competition for you to enter.

The printer comes with seven fonts, and can print at a speedy 150 characters per second in draft mode. Its 24-pin print head makes it ideal for detailed monochrome graphics, and it's just the thing for Desk Top Publishing on a budget.



WHAT YOU HAVE TO DO

Listed below are some of the features which make the DL900 such good value. Unfortunately, a sudden attack of dyslexia made us mix all the letters up. All you have to do is sort the letters out so that the feaures can be read in English. Then write your answers down on a postcard or on the outside of a sealed envelope. Entries put in sealed envelopes will be thrown away, as will multiple entries. Send your answers to FUJITSU COMPETITION, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Please write on your daytime telephone number on your entry if you have one. Closing date is 26th November 1991.

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HIGH FLIERS

Kabooom. This is just one of the exciting sound effects that you can expect to hear whilst playing games with a Beeshu joystick, distributed in the UK by Euromax.

Delighted with their new range of joysticks hot from the States, Euromax were overcome with emotion and just had to give a whole bundle of them to our loyal readers.

The more observant of you will have noticed our review elsewhere in this issue, and you're doubtless dying to get some first-hand experience. Fourteen of you will have that opportunity if you win this competition.

Euromax have given us one *Zoomer*, three *Ultimate Supersticks*, and ten *Hot Stuff* joysticks as prizes. They're yours for the taking, so read on...



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To stand a chance of winning one of these superb joysticks just answer the following pitifully easy question:

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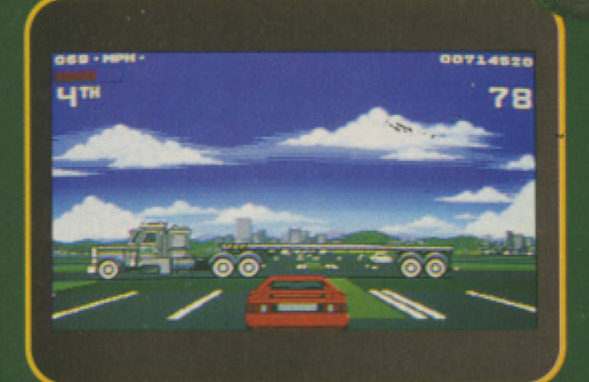
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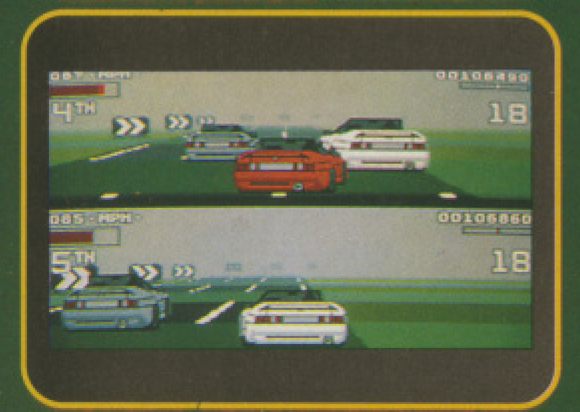
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Srceen shots from various formats.













Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS. Telephone (0742) 753423.



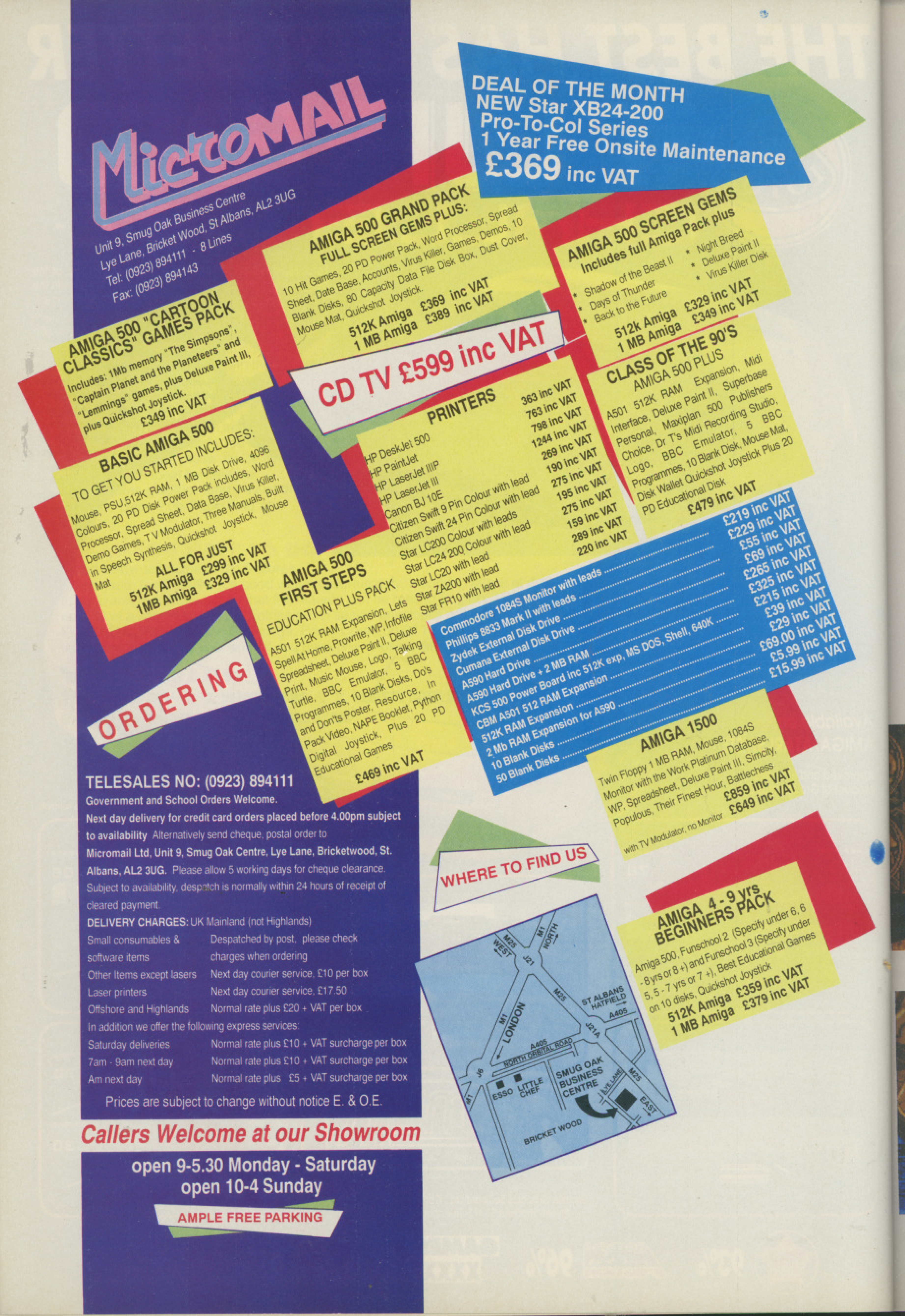


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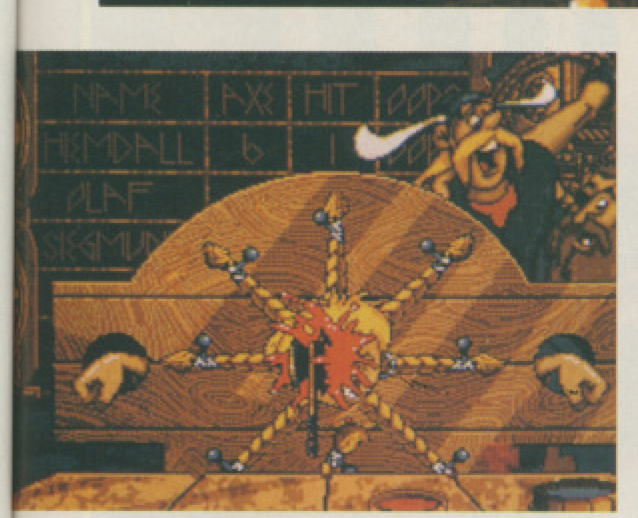


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HEIMDALL



Ye Gods, Core's viking epic is set to blow the RPG world apart. Steve 'Norsey But Nice' Merrett jumped on his long-boat and met a legend in the making.



The axe scene is now minus its gore. Instead, the girl withdraws her head in the nick of time.



In the second sub-game, Heimdall's balance and sword skills are put to the test.

NORSE CODE 'You're going to love this!' promised Core supremo, Jeremy Smith, as he booted up an early demo of what was to evolve into *Heimdall*. As the pig-tailed hair of a Japanese-looking character was severed strand-by-strand by Smith's volley of axes, it was hard not to be impressed. 'This,' he enthused, 'is going to be massive.' That was some eight months ago now, during the development of *Chuck Rock*, and whilst it isn't unusual for Jeremy to beat his chest about his forthcoming wares, with *Heimdall* he was, and still is, particularly hyper. What's more, what started off as a stunning-looking demo with a suitably grisly finale has since evolved into what Core are claiming bridges the gap between the incredible graphics and animation of Readysoft's laser disk conversions and the all-important playability they lack.

ON THE 8th DAY *Heimdall*'s past is every bit as complex as the Norse mythology it is based on. The brains trust behind the game, Jerr O'Carroll and Ged Keaveney, AKA 8th Day Productions, had always wanted to write the ultimate (no pun intended!) isometric adventure. And, originally, the game was supposed to take place over the length and breadth of ancient Britain. 'This would have resulted in a rather dull game with too little happening in such a large area, though,' admits Jerr. Instead, they settled for a Nordic setting, played over a massive scrolling isometric play area, and preceded by a series of sub-games, including a toned-down version of the axe scene. Heimdall is the name of a would-be Viking, and the hero of the piece, born to fulfil a legacy revolving around the Battle of Ragnarok. The preparations for the legendary battle – an almighty clash of the forces of good and evil – has been halted by the theft of three key magical weapons. Stolen by Loki, a vile god of evil, the only means of getting them back is by sending a god to walk among the mortals. Thus, by virgin conception, Heimdall is born to follow the prophecy and retrieve the items.

ENGINE-EERING Incredibly, *Heimdall* is the duo's first project, although both had worked at Gremlin for a while. The game's cartoon-like graphics have been devised and pieced together by Jerr, and incorporated into the actual game code using a specially-written 3D engine which allows them to piece each of the scrolling rooms together wall by wall. ➤



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HEIMDALL

➢ Jerr's entry to animation and graphics originally came via a spell at Sullivan Bluth's Dublin offices, where he was credited as an animator on Bluth's The Land Before Time and All Dogs Go To Heaven. However, on leaving, he teamed up with Ged and between them they came up with the basis for *Heimdall*.

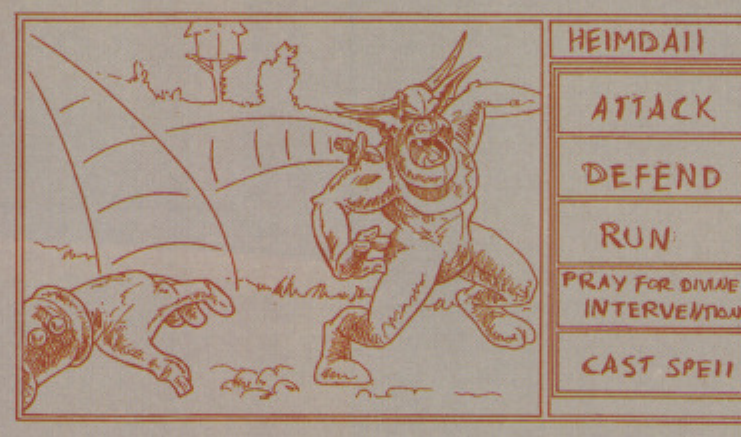
'I've always been keen on the Norse legends surrounding Ragnarok and the Gods,' Jerr says, 'and I felt that it was perfect for an RPG-style game. However, we realised that RPGs don't appeal to everyone and decided from the start that we wanted to make it accessible to both newcomers and hardened adventurers alike. 'The next step was approaching Core themselves and, in a series of planning meetings with Smith, the exact nature of the game, its look, and its plot were hammered out. 'The way Core work is to get everything down on paper before a single key is pressed,' continues Jerr. 'This suited us as it meant that we knew what we wanted to do and it meant that we could work out a decent schedule and not overstretch ourselves.' Thus, with the groundwork done, the actual coding began in February.

GOD ALMIGHTY The game is played on two levels: via a map screen and the aforementioned isometric rooms and corridors. However, whilst this actually makes up the bulk of the latter half of the game, the player must first gather a team of six men and gain experience via a trio of sub-games. In this section, Heimdall is depicted as a young lad who must prove his worth by mastering the decidedly Norse sports of greased pig chasing, sword-player and... you've guessed it, axe-throwing – although the grisly demise sequence has been deleted now to appease squeamish overseas distributors.

The actual Heimdall sprite features over eighty frames of animations, ranging from the physical exertions of pig-wrestling to the walking ➢

FIGHTING CHANCE

Encountering other characters normally results in a fight to the death. For these scenes, the view switches to that of a small fight window surrounded by a series of icons. 'The fighting is played in real-time,' says Smith, 'with the opponent lunging at you straight away. However, by throwing axes or casting spells at them, they can be knocked out and, as they take more hits, their attacks get weaker.' Similarly, Ged has added a degree of realism by making the assailants block or dodge hits, but this also allows for lucky shots which sap more energy if they hit home. 'We feel that the fight scenes are one of the most important,' Ged says, 'so we've tried to make them as exciting and realistic as possible.'



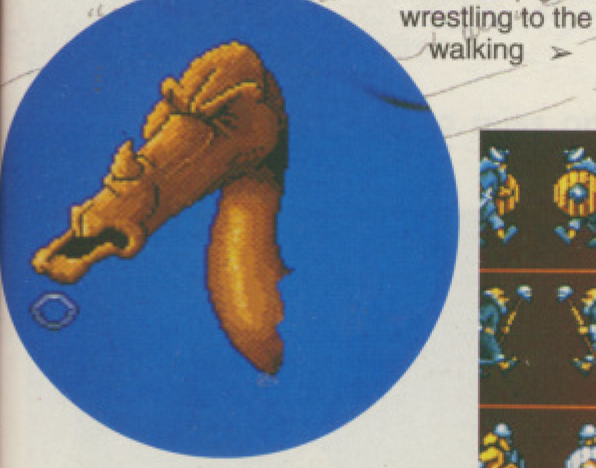




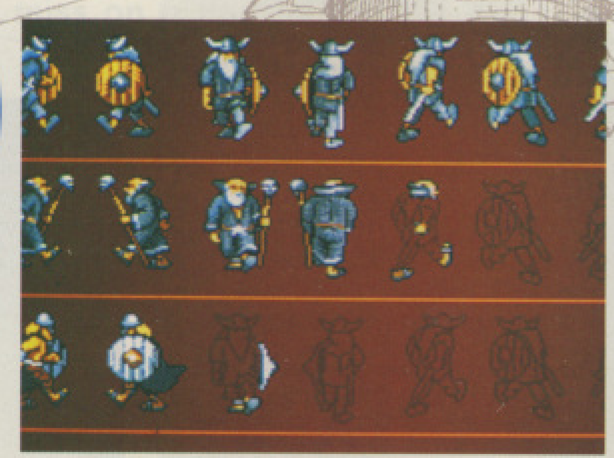
Heimdall's enemies include spiders, ogres, and warriors, all of whom have differing strengths. Also, thanks to a clever intelligence system, the enemy behave realistically and dodge your blows.

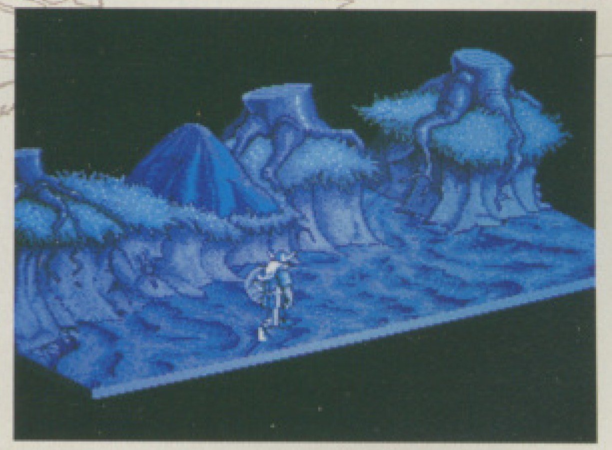


Once the game's backdrops have been plotted on paper, Jerr recreates them using *DPaint*'s 16-colour mode. They are then loaded into Ged's 3D engine and incorporated into the game for bug-testing.



Corners are cut in the animation department by simply moving one part of the attacking creature, as seen here on this large Guardian.





Originally, there was going to be a trading element, but it was deemed that the idea was too weak and it was subsequently pulled. In addition, an effect where day turns to night may have to be dumped due to memory limitations.



HEIMDALL

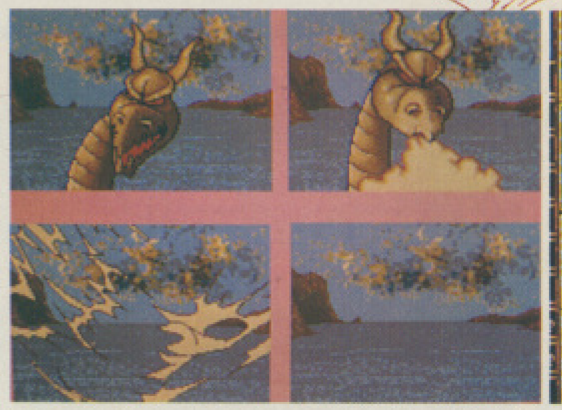


Spells can be used to either protect the party or create bridges and disarm any traps.

about of the main quest. 'The graphics are extremely memory-intensive,' says Ged. 'One island takes over 160K alone, and then you have to allow for 68K's worth for the Heimdall sprite. Things are starting to get a little tight, but I reckon we'll get everything in.' Luckily, though, the aforementioned 3D engine is written in such a way that valuable space is saved. Jerr plots and sketches the game's many intricate wall-hangings, rock faces and walls using *DPaint*, and uses a series of points for the angles and perspective. These are then ported over to Ged's *Snasm*-based PC where they are implemented into his map editor. In addition, this system then allows Ged to add the Heimdall sprite and any other switches, traps, and characters and ensure that they all work in conjunction with each other.

The map's background texture is actually a paper bag that Jerr digitised!

LET THE BATTLE BEGIN Both the duo's and Core's aim was to bridge the gap between the graphical finesse of the Readysoft games with the lasting appeal and playability of RPGs and the likes of Will Harvey's *The Immortal*. Of this, Jeremy Smith is certain they have succeeded. 'I really think that we've hit the nail on the head with this one,' he grins, 'I've been knocked out with what the lads have achieved and as its their first game it's absolutely stunning.' Which leaves us with the question: where will they go from here? 'Well, there's already a sequel on the cards, based on the ensuing Battle Of Ragnarok,' offers Ged, 'and that will feature stuff we couldn't put in *Heimdall*. The player will control a group of Gods, each of whom must perform specific missions, and there will be more travelling and sub-games in there.' 'After that,' continues Jerr, 'we'd like to play around with vectors or maybe an even deeper RPG.' Until then, though, I think the Gods are smiling down on the work of this new dynamic duo.





Depending on Heimdall's success during the sub-games, he can recruit a party of five followers from the thirty available. Ranging from wizards to warriors, each has differing powers and weaknesses.

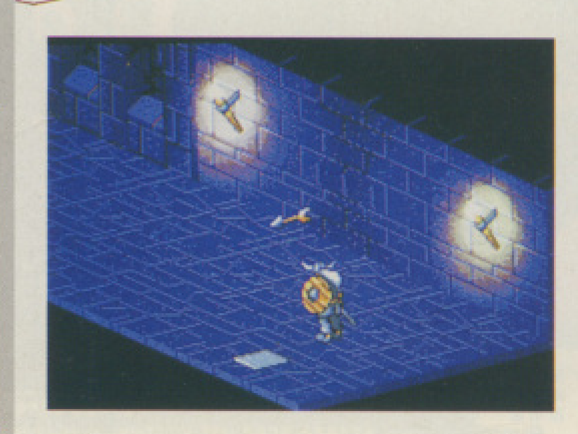


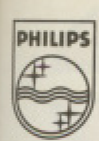
One of the three mystical weapons that Heimdall is searching for is shown within its hiding place.

PAPER CHASE Everything about *Heimdall* was plotted on paper, even down to the positioning of the many attack waves and the placing of objects within the map structure. This allowed the duo to work out the many puzzles in advance, plan the feasibility of key sections, and ensure that the game and its large mission flowed in an easy and logical pattern.









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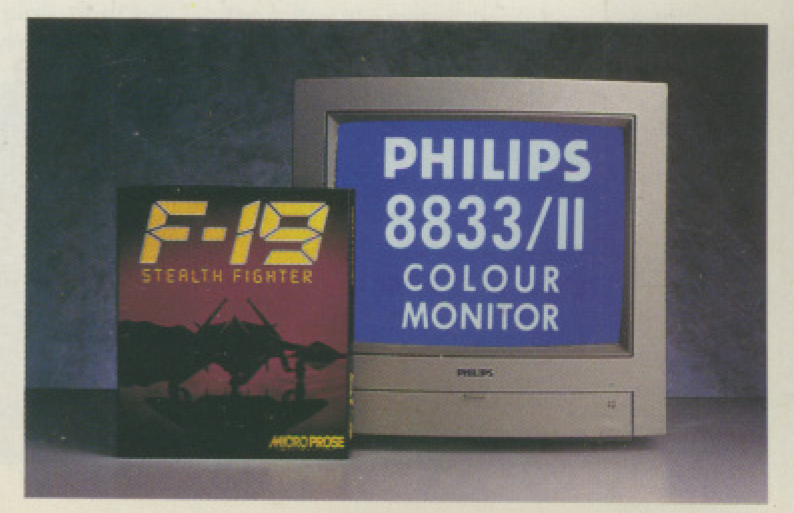
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GRAND PRIX

With wheel in hand and Ford Capri in the garage, Mark 'wheely hard' Patterson pulls alongside Microprose's rubber-burning race game.



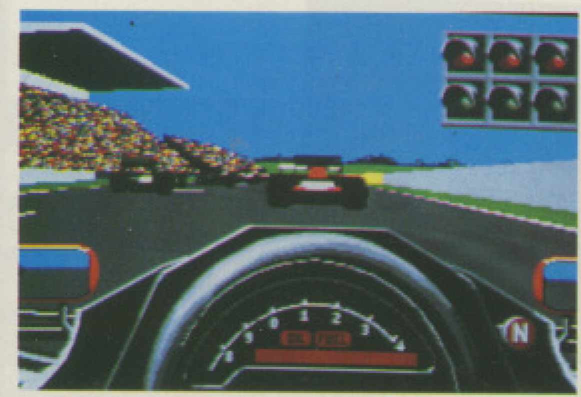
With the Formula One season pulling into its final lap, Microprose, displaying unnerving timing, are preparing to launch what they claim is a revolution in computer race games.

Geoff Crammond is the man behind the project. His two previous Amiga games, *Sentinel* and *Stunt Car Racer*, both received rave reviews and entered many magazines' halls of fame. Before them came *Revs*, a Formula One sim that, until *Revs +*, was regarded as the best game of its kind.

ON THE GRID *Grand Prix* has been in development since March 1990 and is only now nearing completion. Even though most of the coding is complete, the game is being constantly updated as new lap records and information on engine performances appear. As is the norm now, most of the coding is being done on the PC, then downloaded onto the Amiga.

The bulk of the graphics are vectors. The cars are extremely detailed and feature some very clever, curved vector routines for the wheels and air intakes. Obviously, the faster your machine the quicker the graphics update, so to speed things up for A500 and 1500 owners the background details can be switched off. But not all the graphics are vectors: sprites are used for characters such as mechanics and marshals, a first in a race game. Electronic Arts' race game, *Indy 500*, inspired Crammond to include external camera views of the action as well as replays; this should go down well with crash freaks.

Crashes are dealt with in a novel manner. If a car isn't too badly damaged, marshals come on and push it off the track – although a completely knackered car has to be removed by crane,



Your position on the starting grid depends on how well you did in the qualifying lap.



When all else fails, get out and push. Don't forget the Green Cross code though.



The yellow flag means there's been a crash. You'd better slow down.

GRAND PRIX

➢ which is another feature that adds to the game's realism.

L-PLATES If crashes aren't your thing, there are a number of features to help inexperienced drivers. A 'best line' option can be toggled on or off; this places a dotted line on the track which indicates the best route to take round corners, where to position yourself on straights and the best place to slip-stream behind opposing cars. As well as this there's automatic breaking and gears, so you have no excuse for running off the track.

EASY TRESY The attention to detail verges on the pedantic. Each of the fifteen championship tracks have been mapped for the game, right down to spectator stands and trees. Cars leave tyre tracks behind after a particularly sharp bend. The cars have been designed as representations of their real-life counterparts. Benetton cars are green and Ferrari's are hot red. Each driver has his own particular helmet design, which enables you to single out a championship rival for the Mad Max treatment and run him off the track.

Pit stops have been given an interesting twist. When you pull into the lane you have to drive up to the right pit. The mechanics are sprite-based and look superb. The car has to be driven over the jack, and once in position a 'brake' sign is shoved under your nose and a hand appears to wipe the dead bugs from your visor.

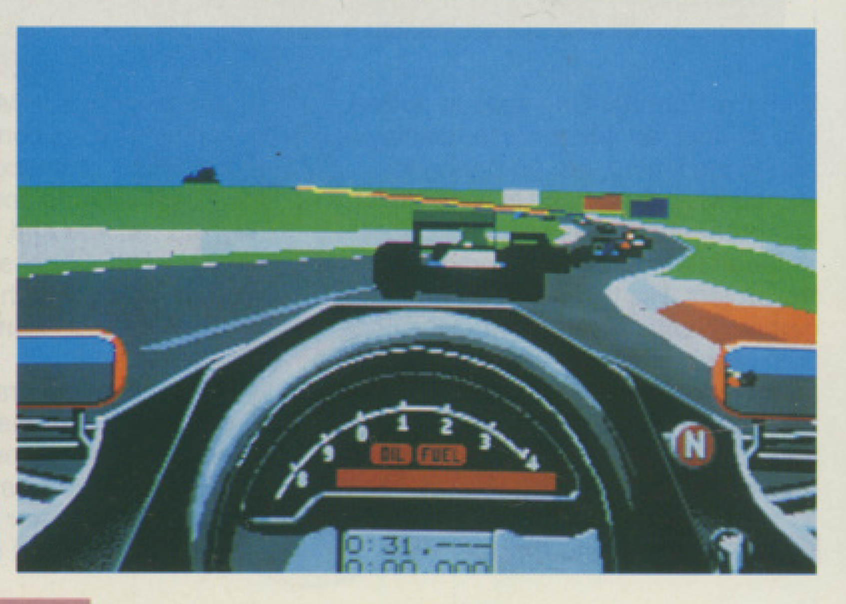
SENNA OR LATER ***The closest finish ever happened in the 1986 world championship race in Spain, where Nigel Mansell lost to Ayrton Senna by just .014 of a second, or about 60cm if you want to measure it. The French Grand Prix has been running longer than any other, its first lap took place on 26th June, 1906***

Most Formula One cars have on-board computer systems which relay details about the car's performance back to the pits. This means that a driver can get information on tyres and fuel consumption as well as notifying the pit that they're coming in. This system isn't always reliable. Twice this season Ayrton Senna has pulled out of a race through lack of fuel after his computer informed him that he had enough to finish the course with.









VROOM FOR IMPROVEMENT ***The earliest recorded automobile was a two foot long, steam powered, model built by Ferdinand Verbiest in 1668. This was supposedly based on the writings by Giovanni Branca who published an idea for a steam motor in 1629. Before even that there was a book written in China during the Chu Dynasty, 800BC, which outlined an idea for a 'fire cart'.***

A century after Verbiest's model, French inventor Nicolas-Joseph Cugnot built a full-sized steam tractor which was capable of reaching a giddy 2.5mph!



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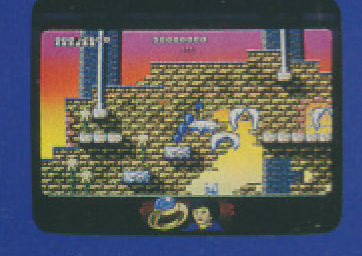




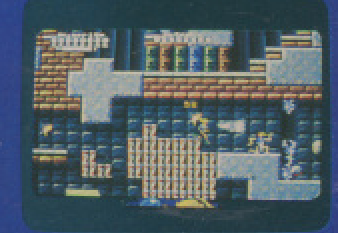
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SPACE GUN

In space, no-one can hear you scream. And that's certainly the case in Taito's *Space Gun* coin-op, with thousands of screaming aliens and chattering guns drowning out everything else. Steve 'Facehugger' Merrett went to see how the conversion was shaping up...



As can be expected, larger guardians make an appearance during its many levels.

ALIEN - NATION Ridley Scott's collaboration with cult artist H.R. Giger resulted in one of the most deadly, not to mention bankable, alien races ever devised. Spawning two movie sequels, Alien is the ultimate monster movie and has proved the inspiration for a number of unofficial but related games. Of the many games using close relatives of the acid-blooded insectoids, Taito's *Space Gun* coin-op was probably the most successful. Taking Aliens' scenario of an overrun base, the game was another variation on the popular *Operation Thunderbolt* theme with one or two players travelling through and across the bases and caverns that made up the alien-inhabited space station. Dotted throughout the area are a number of trapped colonists, all of whom must be rescued before an escape can be made. However, the razor-toothed creatures have got other plans...

Back in January, Ocean announced that they had signed the rights to convert the Taito coin-op, and they duly chose Images to recreate the game, acknowledging their success with Activision's *Beast Busters*. The basic premise of *Space Gun* is virtually identical to that of the Activision game, so the main coding was handed over to ➤

SPACE GUN

Busters veteran, Henry Clark, whose 3D and horizontally-scrolling routines could be reused and improved. Despite the similarities in game style, *Space Gun* features a range of new additions over its many rivals. Most notably, these are the two futuristic guns that adorn its cabinet. Whereas we are accustomed to seeing large artillery adorning the front of coin-ops, *Space Gun*'s weaponry consists of two lasers which feature a pump-action movement to access a number of freeze bombs, smart grenades, and fireballs. As the base is explored, arrow icons appear which allow the player to choose which route they can take, so were these extras hard to implement? 'No, not really,' concedes Henry. 'The main problem was smoothing everything up and getting it to scroll backwards.'

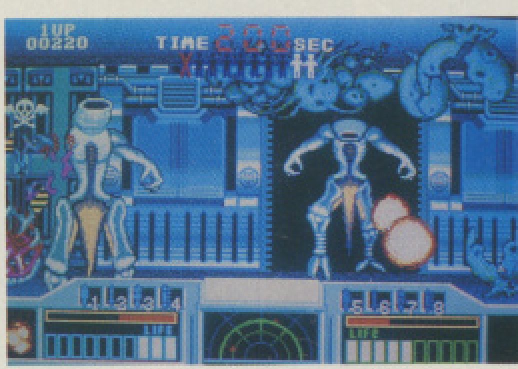
WE'RE DOOMED Throughout the coin-op there is an all-pervading sense of doom, with the base represented by dark corridors and lift shafts, and the aliens slinking from behind corners and from the distance. In addition, the atmosphere is enhanced by a series of rhythmic tunes and sampled effects, including the squeals of attacking aliens and the grunts of the player as they are wounded or bitten. The aliens themselves are a weird bunch, and range from multiple-armed lizards to the obligatory Facehuggers, and all explode into an impressive mess of grue after they have been hit repeatedly. In keeping with the sci-fi theme, these monstrosities are overseen by the larger mutants which lurk at the end of each section. Recreating the all-important graphics and sound are Keith Ross and Matt Simmons respectively.

SCALY CREATURES 'Everything in the coin-op, from the aliens to the sections of backdrops, are sprites', says Keith, 'so obviously these had to be replaced by bitmapped backdrops. As Henry already had the code from *Beast Busters*, this wasn't a major problem and just meant that I had to draw each of the backdrops as a map rather than individual objects.' As with all Images' conversions, the team used a video of the coin-op as reference, and paused the tape at the relevant spots before taking notes and recreating them. The game is being developed primarily on the ST, with Henry using *Devpac* and Keith using OCP's *Art Studio* for the graphics. 'Each alien in the coin-op has 15 frames of animation, and this had to be reduced slightly for the conversion,' continues Keith, 'I've got it down to roughly eight frames per creature, with more for the larger guardians.' This painstaking recreation has taken three months so far, and Keith is justifiably happy with his work. 'Getting the scaling and animation right was extremely important,' he says, 'and everything from the coin-op is in there and acting how it should.'

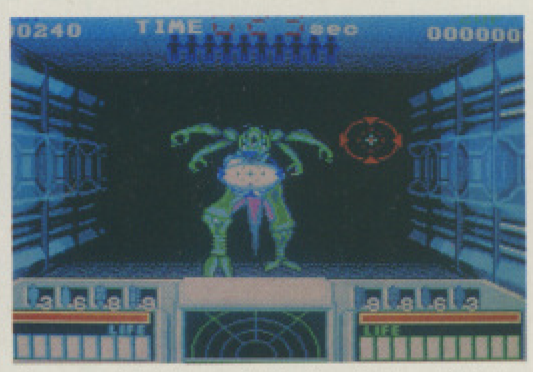
With two months development time left, Henry is perfecting the frame update for the forward and backward-scrolling stages, and incorporating the rest of Keith's sprites. 'Time-wise, this has been quite a comfortable conversion,' adds Henry. 'And we've had more time to concentrate on the difficulty and playability than we did with *Beast Busters* which, hopefully, will make for an even better conversion.' Release dates are sketchy at the moment, but Ocean are hoping to meet an October deadline.

SCREAM AND SCREAM AGAIN

One of the most impressive aspects of the coin-op is its creative use of sound. As the players stalk through the base a subdued heartbeat and oppressive tune plays quietly in the background, interrupted by the occasional squeal of an alien. In fact, it is rare that a game's sound should play such an important part in its atmosphere, and Matt Simmons is hoping to recreate it note for note. 'The main problem with *Gun* was separating the effects from the tunes, as the coin-op plays them simultaneously. I took samples from the coin-op until I had ten disks' worth, and then set about recreating them with the Amiga.' In all, *Space Gun's* sound has been a three-week job, and Matt also provided the SFX for past Images' conversions, including *Beast Busters* which he admits he 'can't stand now'. With past musical creations such as *Warzone* and *Chuck Rock* for Core, Matt is now looking towards consoles although he is hesitant to reveal any more.



As in *Beast Busters* the Aliens explode in a suitably grisly manner.



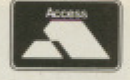
A new and highly-useful feature is the ability to select which way to go.



Hostages often mutate into aliens as they approach.



Keith drew all the sprites, backdrops and intro screens by hand, using only a recording of the game as reference.




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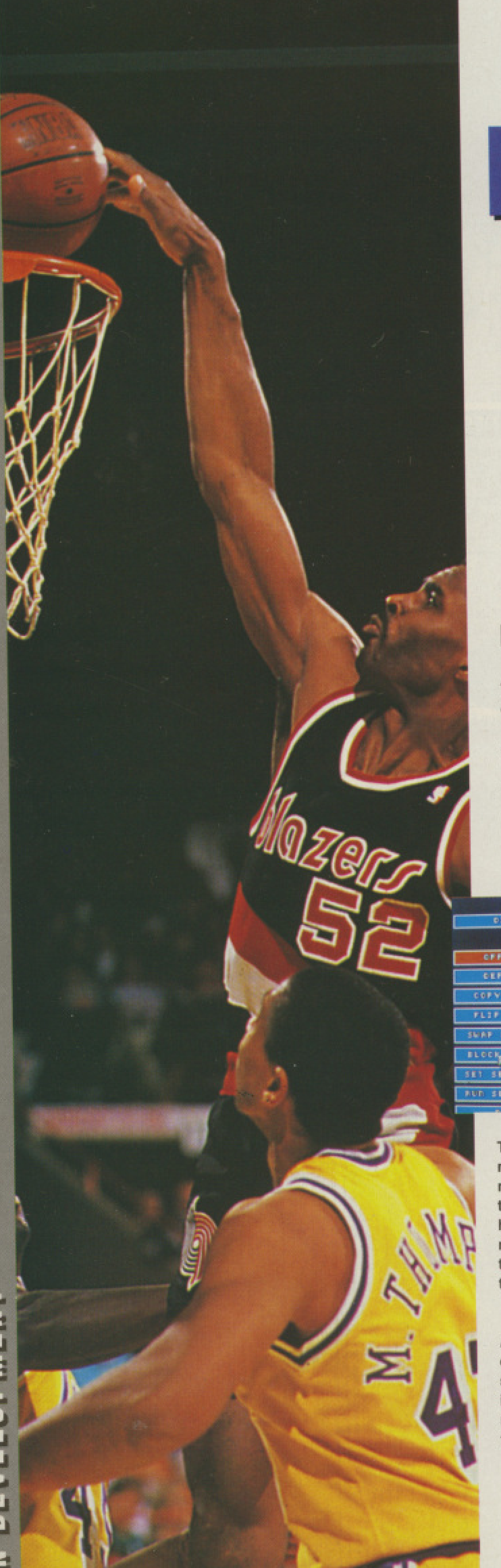
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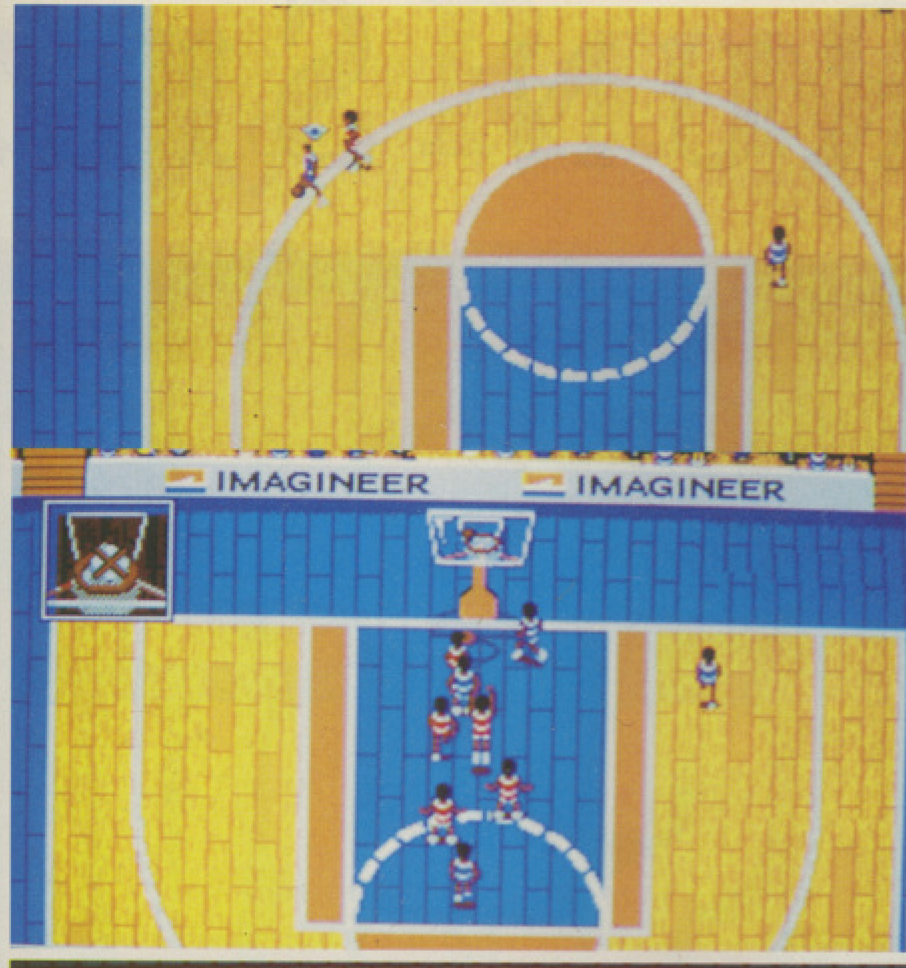
TIP *off*

Played by immensely tall people and by American college teens with wall-to-wall teeth, Basketball's popularity is starting to spread over here – with Anco set to recreate it on the Amiga. Steve 'Cock-A-Hoop' Merrett dribbled along for a look.

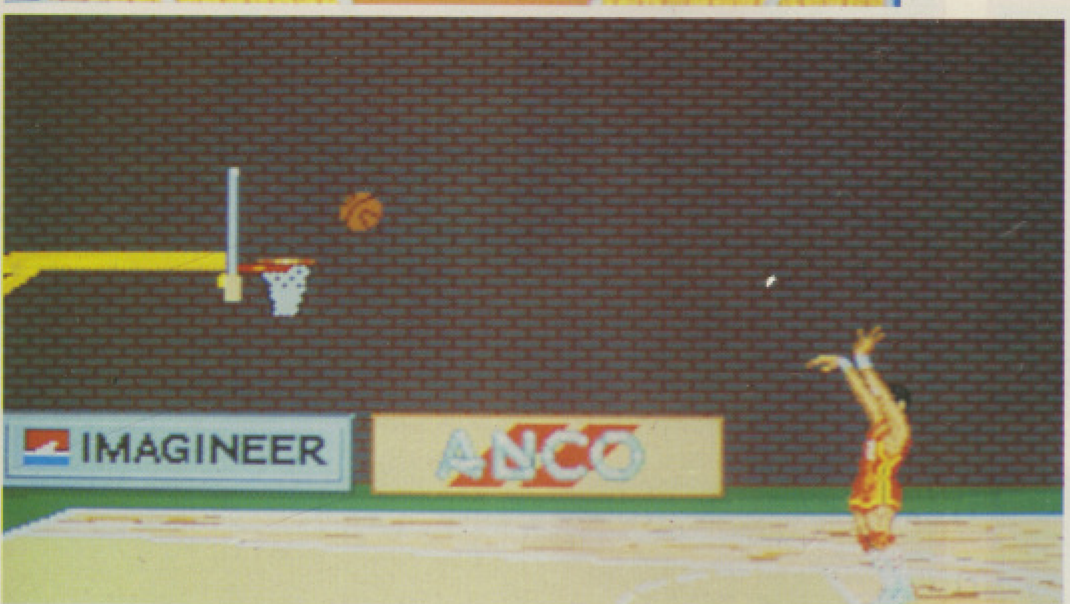
The tactics screen allows a number of pre-determined moves and set pieces. Once the players' positions have been set, each routine can be tested and fine-tined.

***Right*: *Tip Off* opens with a short animated intro, which is currently being pieced together.**

HOOP 'S THERE For someone who was responsible for half of what must rank as THE ultimate computer game, Steve Screech is one of the industry's unsung heroes. It was Steve who provided most of the ideas for the legendary *Kick Off II*, and now he is set to return with what he hopes will do for Basketball sims what *Kick Off* did for the footy genre - *Tip Off*. 'The idea started a year back', he says, 'but converting *Kick Off II* over to the consoles has taken so long that I've only really been able to devote time to it for three or four months. I'd looked at past Basketball games and they never really played as fluidly as the real thing, so it seemed logical to use a *Kick Off*-style system and build a game around it.' Although most of the routines are compatible, Steve has deliberately avoided rehashing Dino Dini's original code, and has instead opted to rewrite it from scratch. Leaving the aesthetics to long-term Anco aides, Toby and Brian Van Derpeer and ex-



The actual sprites for the players are set to change, as Steve alters the game bit by bit when he gets fed up with it. However, two additions he is particularly pleased with are the side-on view that accompanies long shots and the inset of the hoop when the ball is thrown.



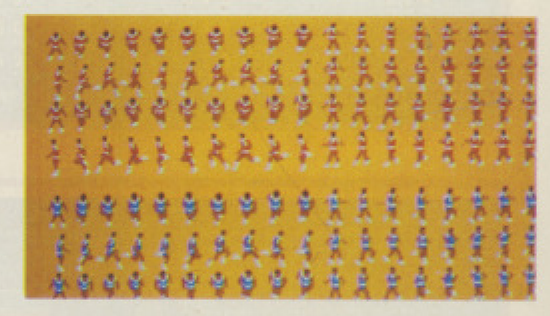
Psygnosis artist, Tony Smith, Steve is compiling the game using a rickety old A500.

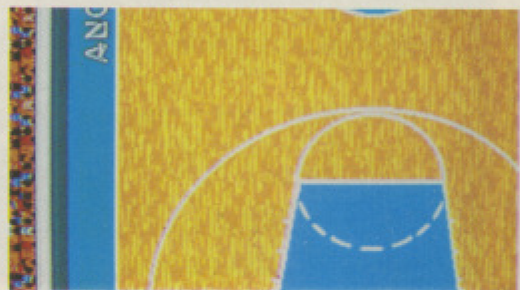
TIME OUT! 'I've tried to keep as close to the original sport as possible', Steve continues, 'but if something is likely to get in the way of the playability, then I'll alter it slightly. I won't be rewriting the rule book, though, it'll just be small amendments, as in *Kick Off*.' As with his previous games, Steve has gone all out to make the game as user-friendly as possible. On loading, an option screen unveils its wares, offering the usual one and two-player modes, demo and practice options, and a series of new and improved tactics screens. 'Originally, I had hoped to incorporate a managerial slant to the game', adds Steve, 'but memory is already tight, so I've got as many tactical ideas in as I could, without making it too long-winded to get into.' Despite ensuring that tactics play a fairly key role in the proceedings, Steve has still managed to bridge the gap between the managerial and arcade aspects admirably.

'By avoiding reusing Dino's routines, I've been able to keep to the characters' basic abilities but tailor them more', says Steve. 'In addition, with the court a great deal smaller than *Kick Off*'s pitch, I've been able to do more with the graphics, which I feel is particularly important in a game such as Basketball.' In terms of gameplay, *Tip Off* is marginally more advanced than *Kick Off* and its sequel. Controlling a team of five players, each of whom has their own skills and specialities, the player commands the character nearest the ball, and a new intelligent routine ensures that the player instantly turns to shoot no matter which direction he was currently facing. 'Actually, the graphics have taken up more space than I had originally intended, he continues. 'But there are now some 1000 animations for each player, and among these are moves which allow them to slip the ball between his legs and spin on the spot, Harlem Globetrotter-style.' Each match is played on a series of courts which are three screens in length. Depending on the skill level chosen, the teams can play in seedy gyms or in an impressive stadium, although the surfaces don't actually change.

PLAY ON Steve hopes to include the squeaking of trainers on the court and the bouncing off the ball against the wall. 'Everything I wanted to get in is now up and running,' continues Steve, 'but there is still a great deal of gameplay tweaking to be added.' So is there a lot of pressure on him to make the game as playable as its illustrious footy predecessor? 'Yes and no. I'm lucky in that Anco aren't pressuring me, but I know that there will be a lot of people who are expecting it to be as fast as *Kick Off*. However, as in the real thing, the game doesn't start to get going until the last quarter, but this is really a fault with the sport, and there's not a lot I can do about that.'

HARLEM HEROES A classic example of the 'where are they now?' syndrome are the Basketball legends, The Harlem Globetrotters. During the 70s, this band of players were everywhere, with their many basketball skills depicted in staged matches, numerous advertisements, and dire cartoons. However, despite this immense popularity, and with the exception of bald player Curly and the extremely tall Lemon Drop, the Globetrotters were relatively unknown. Of their whereabouts now, they are apparently still touring and playing against the same team they always have, but public interest has waned a great deal compared to that of the 70s.



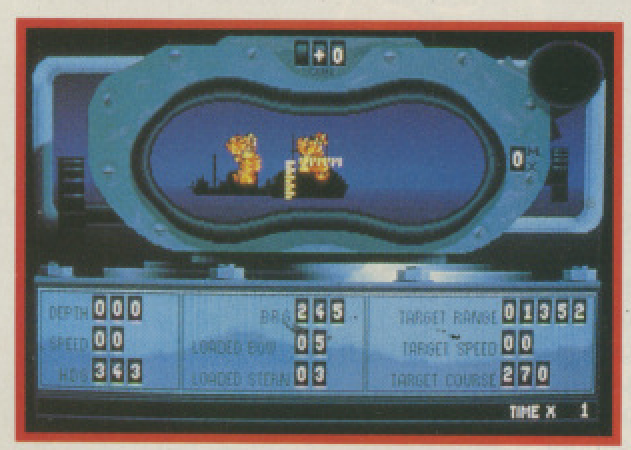


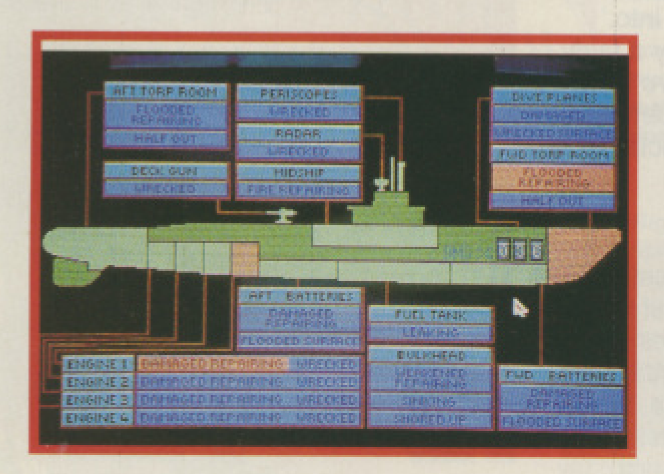
An example of Steve's many animation frames and also shown is one of the court designs which was eventually dropped.

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VIDEO KID

According to Gremlin square eyes aren't the only hazard awaiting TV addicts. Death by B-movie is equally likely to happen. Steve 'Couch Potato' Merrett tuned in for more info.

SCREEN TEST Ah, television: a world of entertainment, starring a whole host of shop-lifting celebrities, and the pathway to stardom for many a Game Show host or 'Wannabe' Football hero who aspires to commentate. In fact, with TV's rich variety of stars and programme styles, it's surprising that its potential hasn't been tapped sooner. However, rather than raiding the archives of Aunty Beeb, *Video Kid*'s development team, Leeds-based Twilight, have created a twenty-level blast, using five key TV genres for their inspiration. 'We wanted to use key themes and ideas rather than rip off existing characters,' says graphics man, Pete Tattersall. 'So, although there are loads of red Indians during the Western stage and Chug-A-Boom cars during the Gangster scenes, we've avoided anything too specific.' Hence, although Roy Rogers and Trigger aren't participating, there are dozens of Cowboys and Injuns to contend with.

STORY TELLING

Opting for the cutesy look favoured by so many recent releases, *Video Kid* is an action-packed blast with the player assuming the role of an unfortunate viewer who has been sucked through his TV screen into the pixellated world behind. Within this world, lies the aforementioned twenty scrolling stages which play host to the stars of such genres as Westerns, Gangster movies, Sci-Fi opuses, and Horror films, and Kid must blast his way through to the end of each. However, this unusual scenario was originally a great deal more complex. 'The scenario developed as



The end-of-level guardians follow the pattern of countless games before them. Armed with whatever weapons he has collected along the way, the player must avoid their attacks and blast away at them.





Twilight have tried to cram as many sprites and colours onscreen as possible. In their attempts to add hues, they have managed to use the Amiga's 32-colour mode, with 16 used for the sprites themselves and the other 16 for the backdrops and scenery.



In Cowboy world, the well-animated Redskins attack using canoes, hroses and other Western-associated ideas – a massive contradiction to the futuristic weapons you use.



A mock up of what to expect in the Sci-Fi world. The landscapes are put together using a map editor, and a series of already drawn building blocks that make up the



Both the backdrops and sprites are drawn within small blocks. The backdrops are then pieced together in true jigsaw-style, and the sprites added and overlaid on top. This then allows the game to play at a slightly faster pace.

THE TWILIGHT ZONE

New development companies are a rarity at present, but after a shaky beginning Twilight are starting to make a name for themselves. Originally comprising five people, including Stuart and Pete and ST coder, Andrew Swann, Twilight started life with an Amstrad PC. From here they gradiually expanded by writing budget titles, such as Hi-Tec's *Ruff'N'Reddy* to get them going. 'It was so bad at one point,'



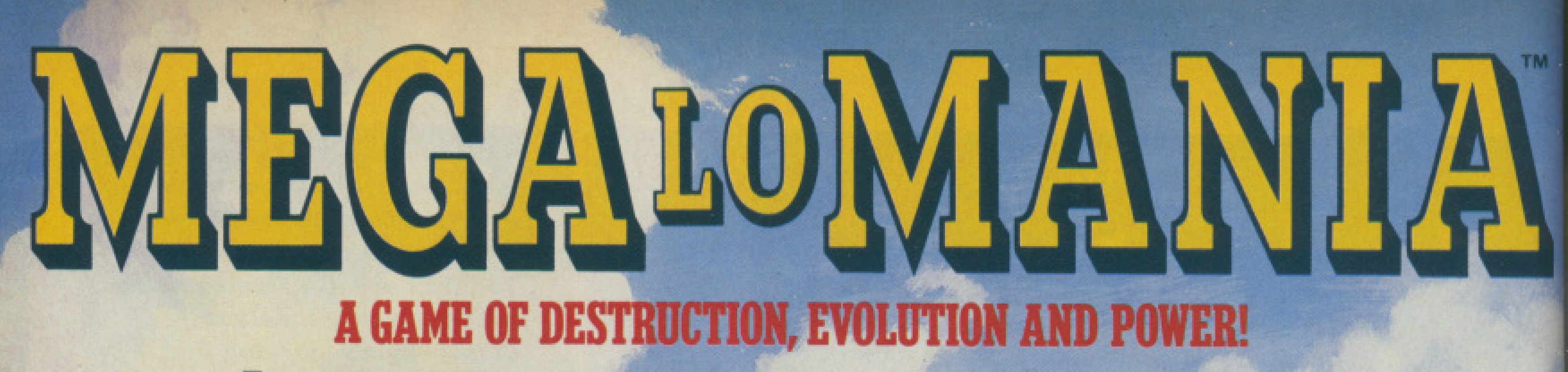
concedes Pete, 'that we had to have a whip-round to buy a stamp to send off a demo to a company!' But from these humble beginnings they progressed to Ocean's *Darkman* (but only the 8-bit versions they hasten to add), and eventually on to U.S. Gold's conversions of *Mega Twins* and *Bonanza Brothers*. Other projects in the ten-man team now include Ocean's eagerly-awaited *WWF Wrestling*, rounding of what

the game went along,' offers Amiga coder Stuart Cook. 'Originally, we came up with this involved story surrounding a galaxy owned by a band of rich people. One of these planet-owners was soon to die and set up a race across five other planets with the winner rewarded with the dying man's planet and possessions. We all thought this was a bit heavy, though, and between three of four of us we came up with the present idea and gameplay.'

LET'S SPLIT *Kid* has been in the works for nearly six months, and Stuart reckons that it will be another two months of intensive work before it will be finished. 'We've really pushed the boat out to make the game look and play really well, and I've used some special techniques I've been working on to allow me to have up to twenty-five sprites on screen. Also, whilst these are onscreen, I've also got parallax scrolling on each of the stages, both in the foreground and the background. Add to this a palette of forty-eight colours including splits, and there's a lot going on.' *Video Kid*'s stages are played over a series of eight-way-scrolling areas, with the many TV characters and characters appearing from all sides of the screen. However, to make life a little easier, extra weaponry appears in icon-form which includes laser bullets, a



series of exploding balls, and missiles; all of which are reminiscent of *Atomic Robokid*'s vast inventory, a similarity that Stuart insists is purely coincidental. 'We've put the emphasis on the shoot 'em up side of the game,' Stuart continues, 'and we've looked at what the Megadrive can do and want to expand on it. Hopefully, and bearing on mind how much we've got running onscreen, we've cracked it. I'm certainly pleased with it.' Whether or not his confidence is justified will be revealed in October when *Video Kid* hits the streets.



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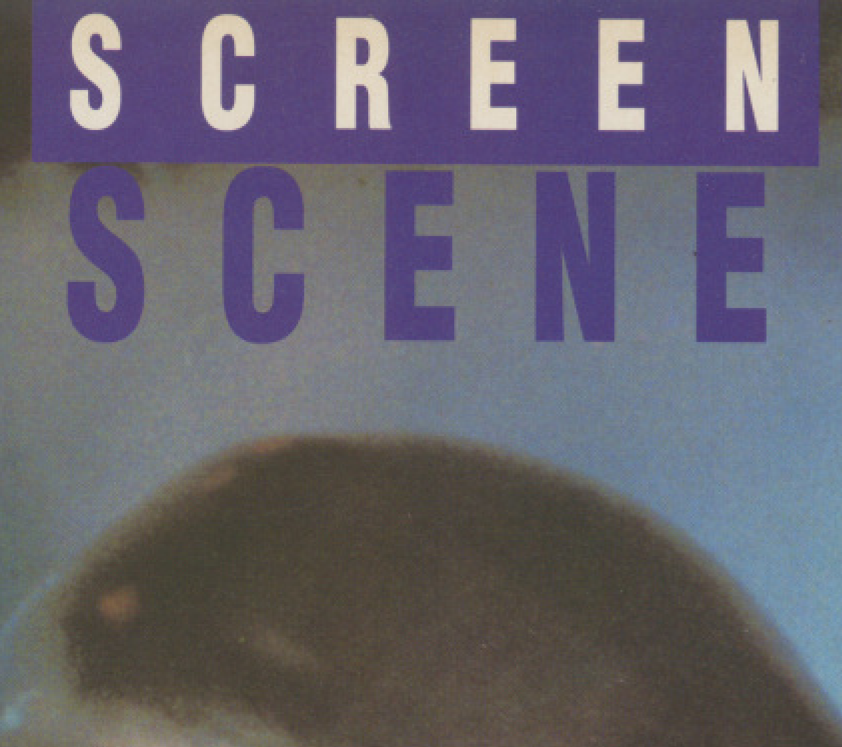
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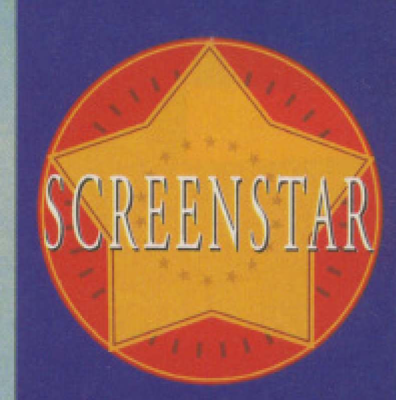


SCREEN SCENE

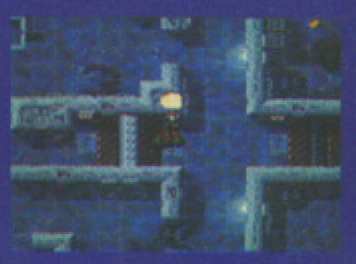
Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.



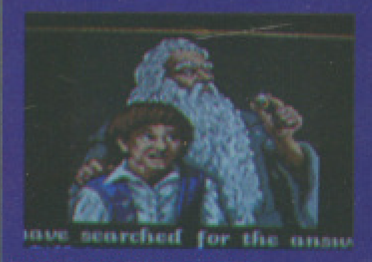
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SOUND Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the volume.

GRAPHICS Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting dross.

LASTABILITY Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

OVERALL The most important of the lot. And here's CU's rough guide to ratings:-

0- 29%	Man, this stinks.
30-39%	Phew, avoid.
40-49%	Below par.
50-59%	Worth checking out if you're a fan of the game style.
60-69%	Above average, but with room for improvement.
70-84%	Good but flawed.
85-92%	ScreenStar, recommended.
93%+	Super Star, our highest accolade. Do not miss.

AMIGA SPEC Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why. Each and every Amiga soec will be tailored to the review. Some of the ratings are objective – eg number of onscreen colours, levels etc; others, such as an assessment of the scrolling speed, are based upon the considered opinions of the CU Amiga team. All such subjective ratings are marked out of ten.

AMIGA SPEC

MEMORY REQUIRED	440K
SCROLL SPEED	6
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	48
DIFFICULTY LEVEL	8
HOURS TO COMPLETE	67
NUMBER OF PLAYERS	2/4
GRAPHICS STYLE	
SOUND + COIN-OP SAMPLES	

LOTUS TURBO





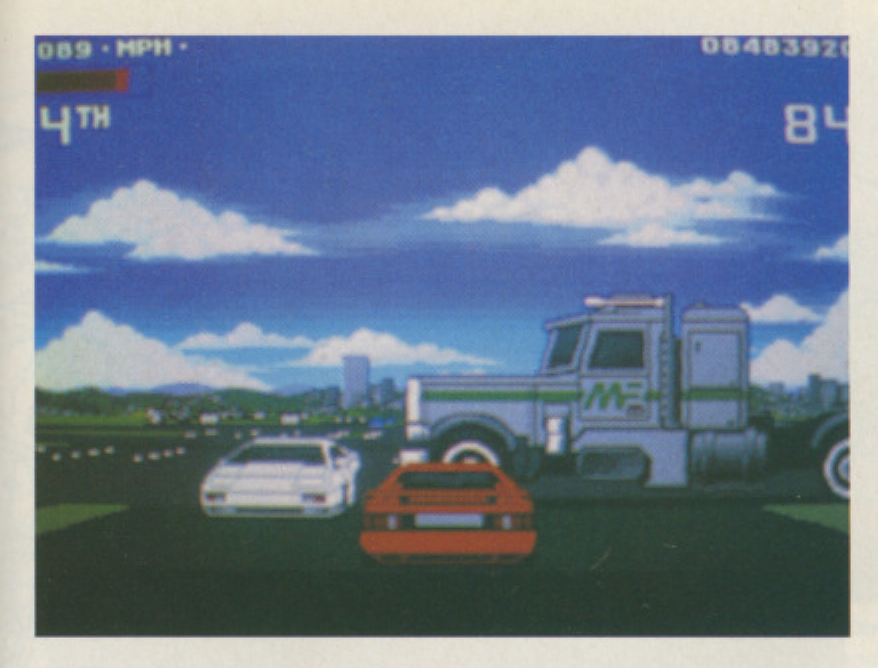
Gremlin's long-awaited road racing sequel gets ready to take up pole position. Dan 'Skidmark' Slingsby takes *Lotus Turbo Challenge 2* for a spin.

Gremlin move into top gear this month with the eagerly-awaited sequel to their top-selling race game, *Lotus Esprit Turbo Challenge*. Produced by crack development team, Magnetic Fields, *Turbo Challenge 2* is every bit as good as the original game and looks set to dominate the softcharts for the next couple of months.

Living life in the fast lane has proved to be remarkably lucrative for the Sheffield-based software company with no less than four highly-rated motor racing games grabbing top-ten positions within the last year. The success of *Supercars 2, Team Suzuki, Toyota Rally* and the original *Lotus* have firmly established Gremlin's credentials as a force to be reckoned with in the car and bike sim market, and the company firmly believe that *Turbo Challenge 2* will only reinforce their already formidable reputation.

Designing a sequel to what was widely acclaimed as the best racing game on the Amiga must have been a difficult task. By making superficial changes, such as adding extra tracks and tinkering with the graphics, Gremlin could have found themselves being accused of cashing in on the success of their first game. On the other hand, by implementing substantial changes and radically altering the gameplay, they could unwittingly destroy the addictive qualities which made the original such a hit.

Thankfully, *Lotus 2* manages to improve on the original formula without



On the city level, watch out for oncoming cars and large Artics at the many crossroads.



SUPER STAR



Improvements on the original game include different coloured cars for each player as well as timed stages instead of racing circuits. The tried and tested split-screen still remains for two-player action, though.

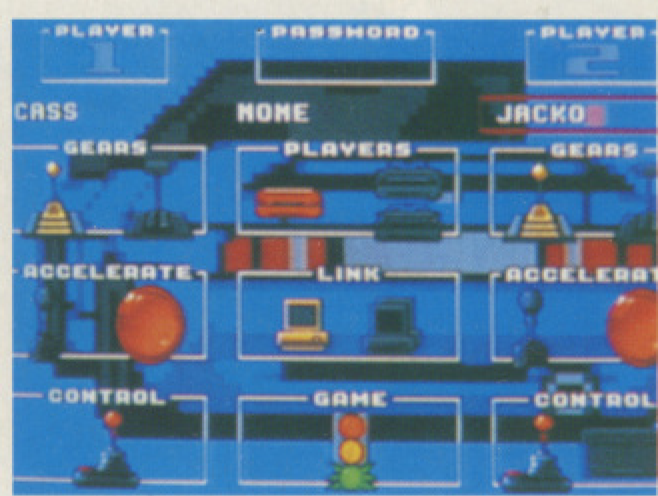


The rain-drenched Storm level is awash with pools of water and, with the rumble of thunder in the distance, is extremely atmospheric.

CHALLENGE II

compromising the gameplay. Magnetic Fields have opted to drop the race track courses of the first game and have replaced them with a series of *Outrun*-style timed stages. This loses the competitive edge of the original *Lotus*, but the inclusion of a time element adds a sense of urgency to the proceedings. The qualifying times start out quite easy, with any spare seconds added onto the next section, but as the stage progresses the driving conditions and course obstacles become more hazardous. Although there are no racing cars to compete against, the roads are still packed with other drivers, most of whom are incapable of steering in a straight line. Some merely hinder your progress by continually driving in front of you, while others actually try to ram you off the road.

The scenario involves the player in a mad dash across the United States during which you'll encounter a number of climatic and racing conditions ranging from rain and snow to fog and nightime driving. Each affects the handling of the car in different ways. For example, the Marshland stage has an abundance of water which causes the car to skid uncontrollably, while the Fog stage obscures upcoming bends and debris. This time, there's the chance to get behind the bonnet of both a Lotus Esprit and a Lotus Elan, as both cars are used in the game depending on the upcoming section. The Esprit has the fastest acceleration while the Elan is better at tackling corners and bends.



The front-end to the sequel has been tidied up and the options screen made more straight-forward.

Extra points are awarded for reaching checkpoints and there's a bonus for any time left on the clock after a stage has been completed. Driving ➤

LOTUS TURBO CHALLENGE II

underneath the lorries in the city section also earns extra points, as does successfully negotiating the water jumps in the Forest section. There's also extra time bonuses on the Marshland and Desert sequences and a turbo-booster on the Storm section.

The split-screen has been retained for two-player races, but the one-player mode now has a three-quarter display rather than having one-half of the screen redundant as in the original game. There's also the chanceIt's also possible to link-up two Amigas and have a four-player race, although I'm not sure how many people will bother to cart their Amiga round to a mate's house to have a game. Each player has a different coloured car, too, which helps make the action a lot clearer as does the variety of colours used for the drone cars.

Although the game uses the same control system as before, the gameplay has been enhanced to make it even more playable. Instead of smashing through numerous off-road signposts and shrubbery and being left stuck at the side of the track, once you've hit something you're immediately bounced back onto the road. Because the car doesn't slow significantly the qualifying times for each section have been kept tight to make the race even more exciting.

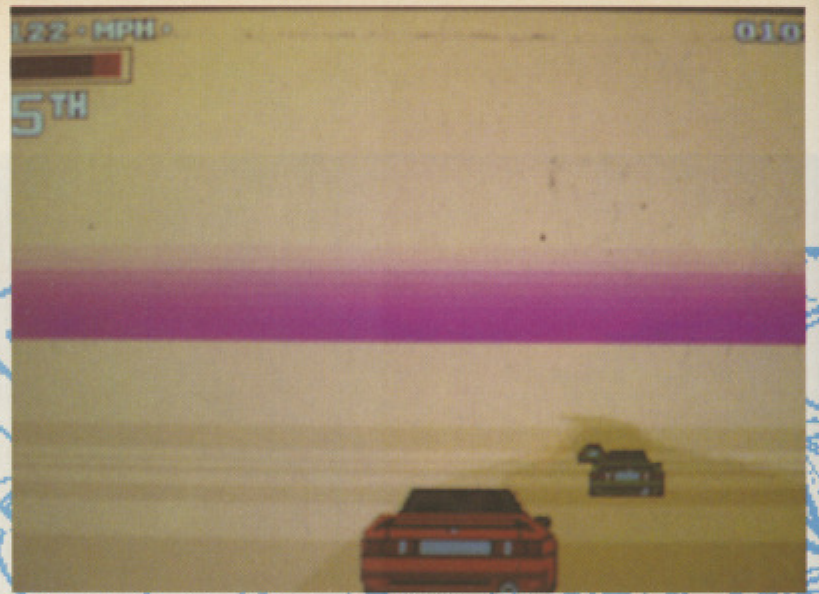
Each stage has its own set of graphics to differentiate between the various climatic conditions and look absolutely brilliant. The fog level, which is one of the stages included on this month's coverdisk, is especially stunning and, coupled with the in-game sound effects, adds considerable atmosphere to the preceedings. Other examples include the tumbleweed on the Marsh stage and thunder and lightening on the Strom section. There's also a number of smart in-game animations such as the water splash as each car ploughs through and sparks flying off the walls of the underground tunnels when a car smashes into the side walls.

In all, there are over sixty check-points and more than an hour's worth of driving in *Lotus 2*. With a difficulty level set just right so that each stage is progressively harder than the last, it'll certainly take you much longer than that to complete. Once you've played *Lotus 2*, you'll never want to play another race game again.

Dan Slingsby

MAGNETIC ATTRACTION Llandudno-based Magnetic Fields have built up a formidable reputation for designing top-quality racing games. Formed in 1988 from the remanents of Mr Chip Software, their first attempt at a racing sim, *Super Scramble Simulator*, was based on their 8-bit hit, *Kickstart*. From there, the company has gone on to produce the highly-playable *Supercars 1 & 2*, the original *Lotus* as well as the souped-up sequel. Shaun Southern is the coding-genius behind all of these games and *Lotus 2* is his best work to date. Inspiration for the game came from Sega's high-tech coin-op, *Radmobile*, which boasts fog, rain and night sections as well as a Sonic the Hedgehog mascot dangling down from the car's mirror! 'It's a brilliant coin-op, very fast, with some dazzling effects,' enthuses Shaun. 'The fog section is superb, but because of the game's complexity I don't think we'll ever see a version on the Amiga.'

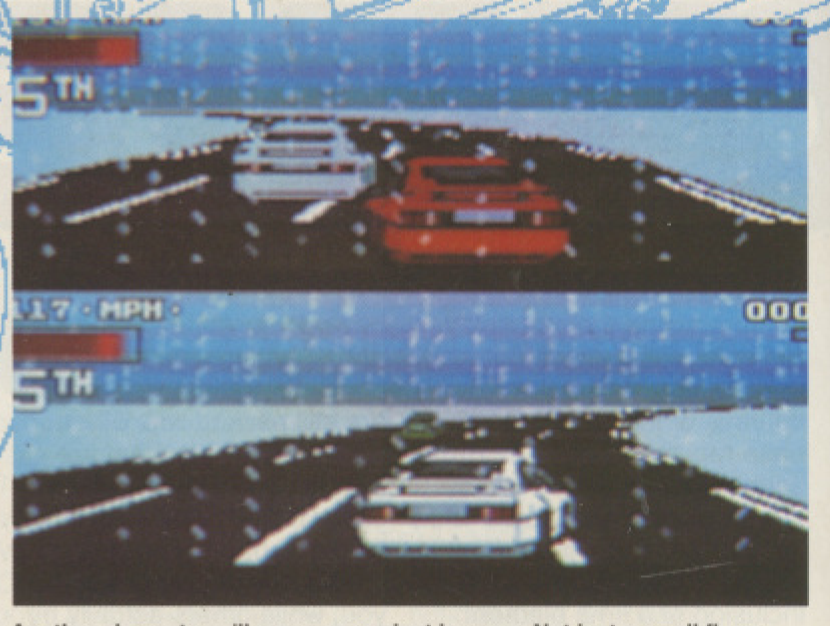




The barren Desert level stretches out before you in a featureless expanse of sand and rolling tumbleweed. No road-markings cause problems.



Each level has a specific password which is revealed to the player when the last stage in that section has been completed.



Another element you'll come up against is snow. Not just a small flurry, but a raging great snow storm. The effect is quite stunning, but means that the car's handling suffers as a result of the icy conditions and subsequently loses traction on the road's surface.



CRASH COURSE

Lotus 2 is split into eight stages, all of which feature a variety of road racing conditions varying from fog, snow and rain to marshland, desert and forests.

STAGE ONE
The Forest – This stage features tight bends and hilly sections with lots of fallen trees and rubble blocking the road. Logs can be used to jump over swollen rivers.

STAGE TWO
The City – Oncoming traffic fills the outside lane, so overtake at your peril! Underground tunnels, bridges and interscetions are other obstacles to contend with.

STAGE THREE
The Desert – No road markings to signal upcoming bends. Be careful to stay in the middle of the road or else you'll lose traction in the sand.

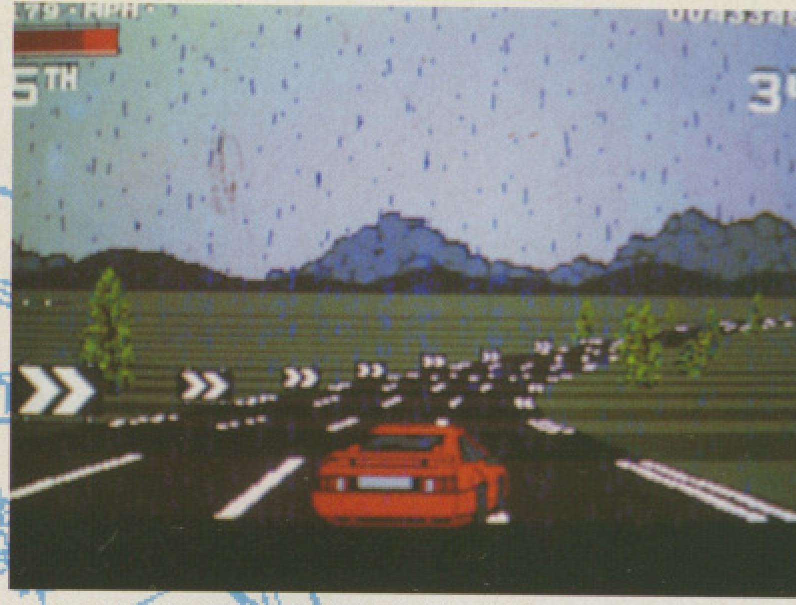
STAGE FOUR
The Snow – heavy snow falls makes skidding an inevitability and the car becomes difficult to control. Poor visibility.

STAGE FIVE
The Fog – Some stunning effects here as visibility is cut right down and cars appear suddenly out of the fog. Slower times are inevitable and watch out for cars on sharp corners.

STAGE SIX
The Night – Nightime in the city! Oncoming headlights and darkened tunnels prove a problem here. Again, visibility is poor and the roads are full of erratic Sunday drivers!

STAGE SEVEN
The Marshland – Boggy conditions at the side of the road mean that high speeds are unlikely to result in anything other than massive skids. Oil spills likely.

STAGE EIGHT
The Storm – Rain-lashed roads prove particularly hazardous coupled with blinding flashes of lightening. Steering is particularly difficult and slow to respond.



Although there's no in-game music in *Lotus 2*, there are scene-setting musical scores as well as a front-end piece composed by Barry Leach, who's also provided the music for *Utopia*, *Supercars 2* and *Switchblade 2*.



Night time driving is one of the new hazards thrown up in the new game and means you'll have to be extra careful when throwing your car into tight bends. Watch out for cars suddenly appearing in front of you!

LAPPING IT UP It's amazing how far race games have come since Atari's *Indy 500* and *Night Driving* VCS cartridges, and as home computer technology grows more sophisticated, so do the racers available for them. Until recently, ZZKJ's superb conversion of Sega's *Super Hang-On* was in Pole Position and is still rated as one of the most successful racers of all time. Of course, honorary mentions must go to Epyx's utterly brilliant *Pitstop II* which wowed C64 owners eight years ago, and also to Graftgold's pratically perfect conversion of *Ivan Stewart's Super Off-Road Racer* which was faithfully recreated down to the last pixel and played like a dream. What the key to a good race game is, is very hard to pin down. Smooth update is essential, yet actually getting the game to play well too can be extremely hard. In addition, as coin-ops get more complex, their Amiga counterparts are suffering, so it seems the only avenue worth exploring is to keep them original and within the Amiga's



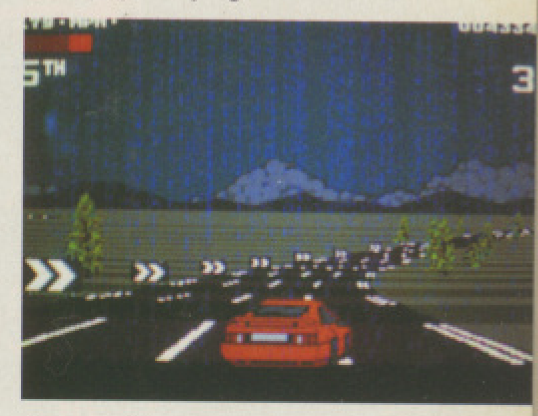




The city section has two lanes of traffic, the outside lane full of oncoming cars – overtake at your peril.



Lotus imposed some quite severe restrictions on Gremlin as to what they could and could not do in the game, but this has not effected the gameplay in any significant fashion.



Because *Lotus 2* is set over timed stages, there's no chance to learn each circuit like there was in the original game. Unexpected bends and roadside debris all appear unexpectedly and it'll take you hours of play before you can anticipate what's coming up next.

GREMLIN £25.99

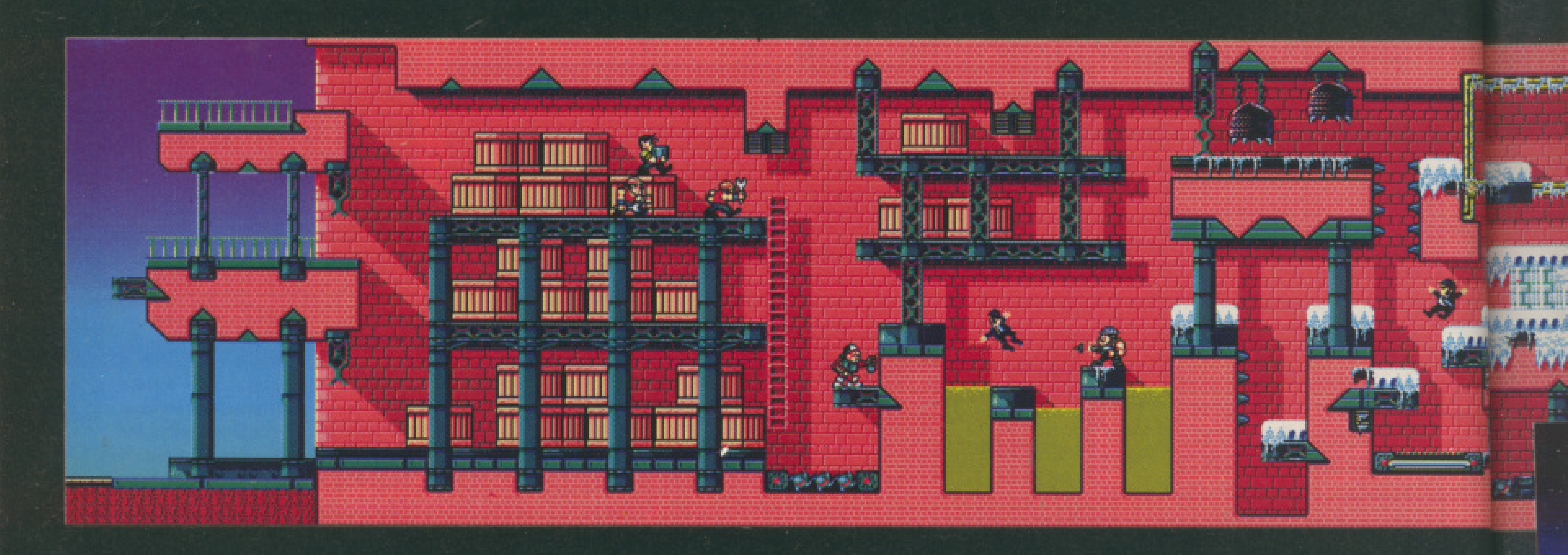
"This is one game you'll never 'tyre' of...."

GRAPHICS	93%
SOUND	84%
LASTABILITY	88%
PLAYABILITY	96%

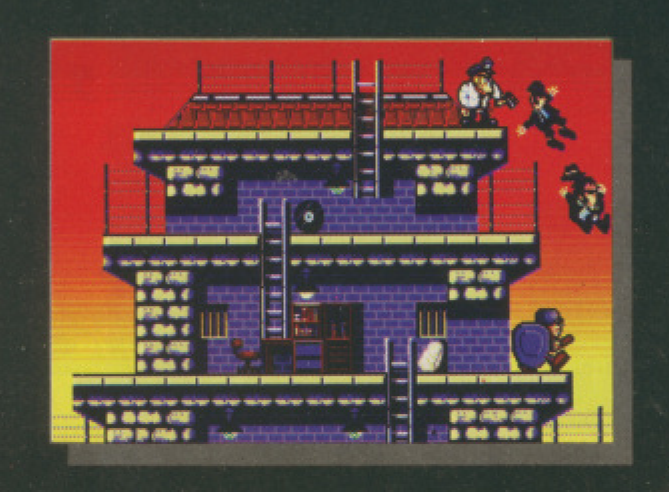
OVERALL 93%

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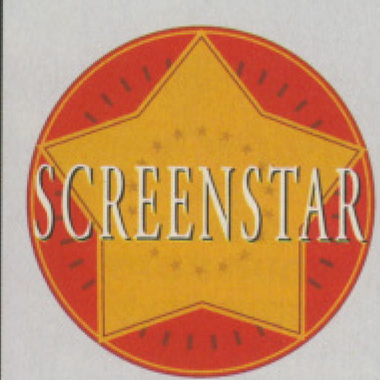
TITUS
SOFTWARE

ENTRE
J.

Nebulus 2
Pogo a gogo







SCREENSTAR

FLAMES OF FREEDOM

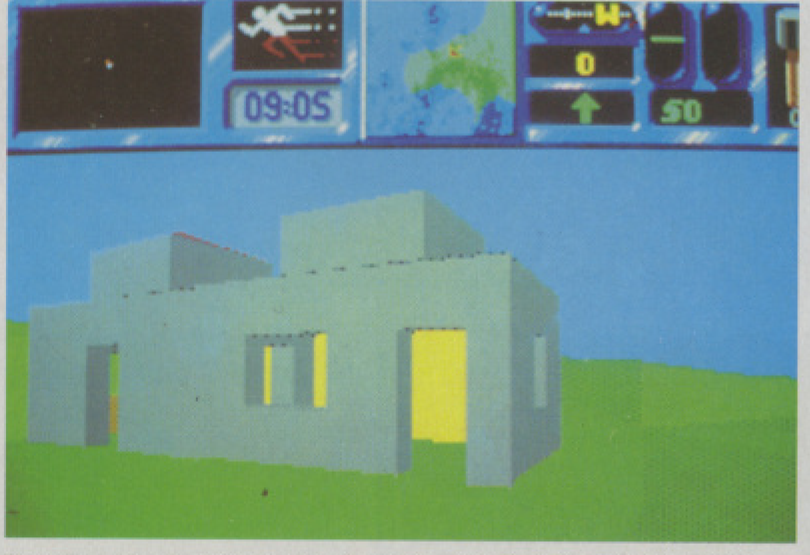
Midwinter arrived when greenhouse paranoia was at its height. It centred around a post-global warming colony's fight for survival in a snow-covered world. Two years on and the greenhouse effect is taking a backseat to beaches and exhaust fumes, and this sequel has a radically different plot.

Flames Of Freedom is technically awesome. It features 22 different forms of transport, over 1000 individual characters, dozens of weapons and the equivalent of 1,000,000 square miles of terrain, both above and below sea level.

The island of Midwinter now lies beneath the ocean, swallowed up by rising sea levels. The population escaped to Agora, the only free island in an archipelago of 41. But now the Saharan Empire, rulers of Africa and the archipelago, have Agora well and truly in their sights, and the only way they can be stopped is by freeing the slave islands between Agora and Africa. To liberate an island a number of conditions must be met. Some islands can be freed by enlisting the help of local resistance leaders, while others require assassinations, sabotage and attacks on enemy forces which will inspire the people to overthrow their oppressive rulers.



The operations room is where your missions are determined and characters generated. It's also home to the training room.



Most buildings cannot be entered. There's nothing to stop you blowing them up though. Armouries supply you with fresh ammo for your weapons and whatever vehicle you currently possess.

The game starts in Agora's Covert Operations Bureau, or COBRA for short. With a macho-named organisation such as this you'd expect your character to be suitably hard-bitten and tough. In a way, they can. A novel character designer allows you to determine the look, strength and personality of your one man, or woman, army. The character's eyes, nose, hair, mouth and shape of their face can be altered and beards, moustaches and glasses added. It's nice playing a nerdy character once in while, a feature which our deputy editor, Dan, particularly appreciated. A character's physical attributes are made up from sturdiness, stamina, recuperation, reflexes and endurance. These are rated as poor, average, good and excellent and affect their ability to withstand damage and their overall strength in the field.

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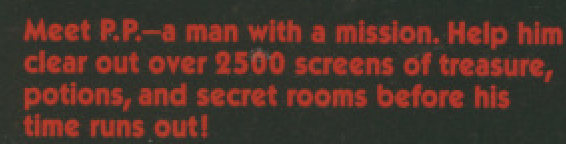






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Screenshots from Amiga version.
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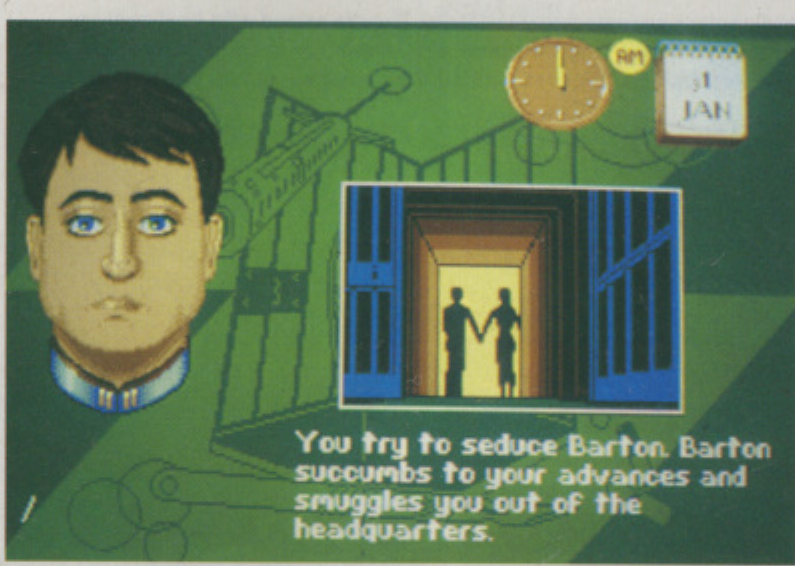
FLAMES OF FREEDOM

created they need to be given a mission. Between one and seven tasks have to be completed for and island to be freed.

Each island contains a number of people who must be contacted if a mission is to succeed. People fall into three distinct categories: traitors, resistance, and Joe public. Most resistance people are willing to help you, although some need convincing. This is where psychology comes into play. People can be threatened, bribed, reasoned with, charmed, conned, pleaded to, or you can use your sex appeal. Despite the threat icon, there is no fight option, so you can't give people a kicking to make them help you. Although your character is more effective in some categories, the person you're trying to enlist will only respond to certain action, and if you manage to annoy them they won't help you for the rest of the game. This a major downer, because if you put a foot wrong you could mess up the whole mission. Occasionally people will get you to do their dirty work before they'll help you. Most of the time this requires rescuing someone or blowing something up, although I did come across a lady who wanted her husband shot because he was seeing another woman.

The secret police are a constant threat. They use informants and traitors rather than bother you directly. Some of the people you meet seem eager to help you, until the police come round the corner, arrest you, beat you up and dump you in some roach-infested jail. There's no way of telling whether a person is on your side or not, but it pays to be wary of very willing people. Once in jail it's time to apply a little brain power. The psychology icons come up and it's a matter of begging, bribing, conning or



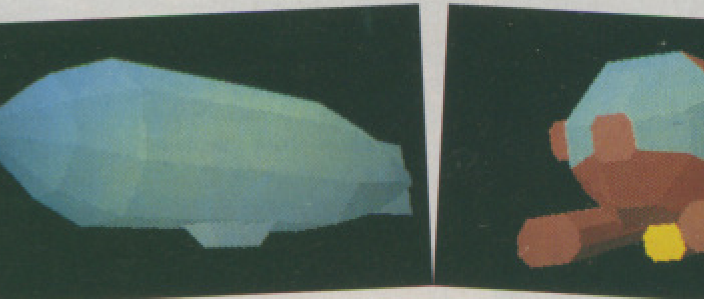


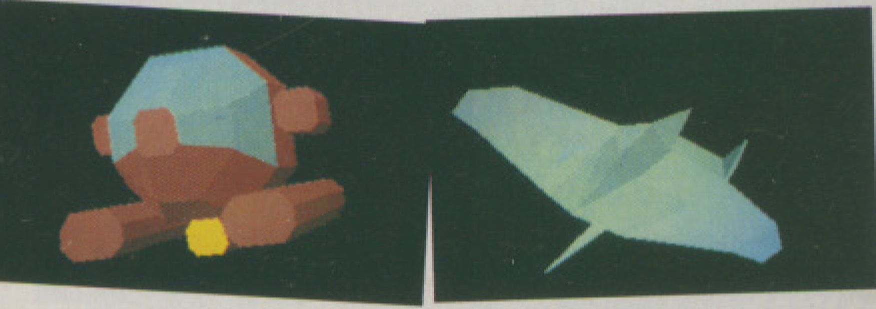


Left: The screen display changes according to the transport used. Here you have a flying sub, rocket pack and mini-sub.











A vector graphic representation of your vehicle is shown after you access a status screen.

PROTECT AND SURVIVE

Look out Arnie, I'm armed and I'm hard. *Flames Of Freedom* offers a weapons selection that makes the Ministry Of Defence's Third World Arms Export Almanac look positively primitive. Knives are great for ripping the jugular out of sadistic generals and pinko traitors. Pistols are for wimps as real men carry assault rifles, Uzi's and light machine guns, these make mincemeat out of trucks, jeeps, people and almost anything else not hidden behind four inches of tempered steel. A rocket launcher will improve the image of the weediest looking commando, and ruin the image of most armoured vehicles. Meanwhile grenades and grenade launchers are guaranteed to obliterate almost anything. Limpet mines are great for the showy mercenary, stick one of these on something, run like hell then turn round and watch the pyrotechnics as your target is blown off the planet – leaving behind a satisfyingly large crater.

FLAMES OF FREEDOM

seducing your way out. Once free, I always go back to the berk who sold me out and stick a couple of ounces of hot lead in their brain.

The discerning mercenary can't be seen without a set of wheels, wings or propellers, luckily *Flames Of Freedom* comes with 22 modes of transport. There are plenty of all the expected vehicles including jeeps, trucks and speed boats, although these are all a little tame when ranked against the more aggressive tanks, submarines, attack hovercraft and minisubs. There's even a range of vehicles for environmentalists. Hot air balloons and zeppelins work with minimum power, but aren't very good in a face off with a machine gun. More outlandish transports include flying subs (which any Voyage To The Bottom Of The Sea fans will recognise), crawlers which are effective on land and sea, there's also a really posy rocket pack which can be used to perform Rocketeer impressions.

Despite the enormous amount of vehicles and weapons, the controls are surprisingly simple. The function keys are used to call up status windows, maps and other information screens. Some vehicles are controlled by a combination of mouse and cursor keys, but even then it isn't very complicated.

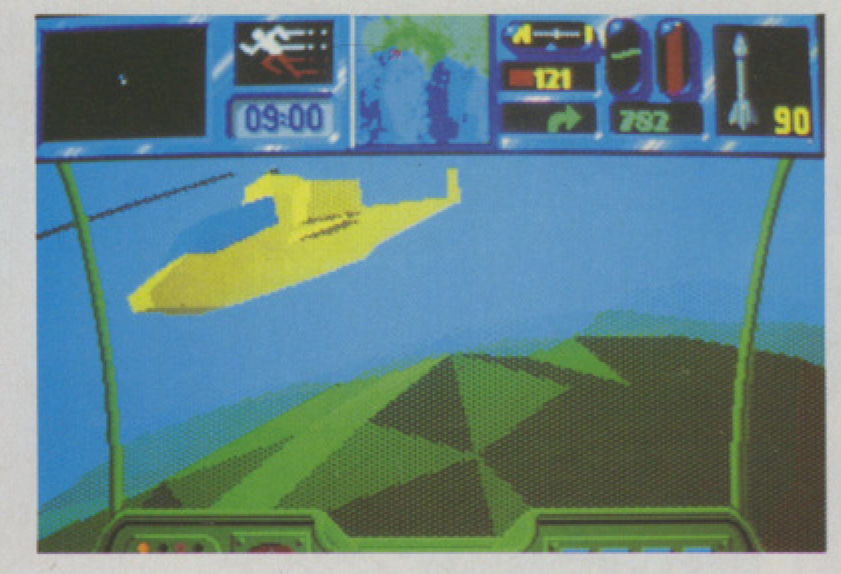
Flames Of Freedom is destined to be a classic. It has size, variety and ultra-slick presentation. If you liked *Midwinter* you cannot afford to miss this.

Mark Patterson

MICROPROSE £34.99

"A scorching sequel to an all-time classic game"

GRAPHICS	88%
SOUND	85%
LASTABILITY	91%
PLAYABILITY	90%
OVERALL	**92%**



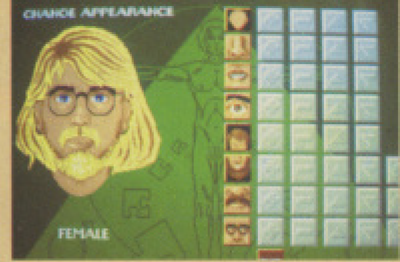
Helicopters are amazingly versatile. They're armed with heat-seeking missiles and can land on almost any terrain bar the sea. They are also the toughest vehicle to pilot requiring the cursor as well as the mouse.

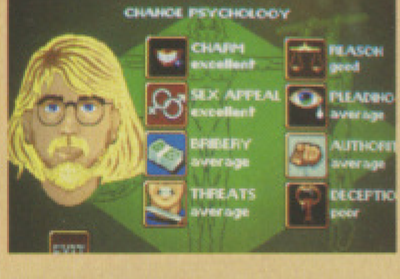


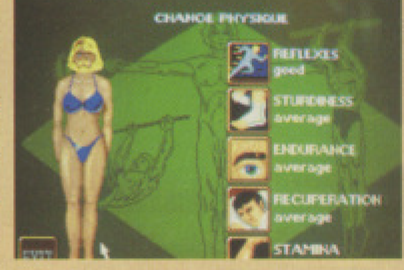
Just like James Bond you can jump from vehicle to vehicle. A successful leap into another transport automatically knocks out its driver. If you have a parachute you can also jump out of airborne craft.

build your own agent...







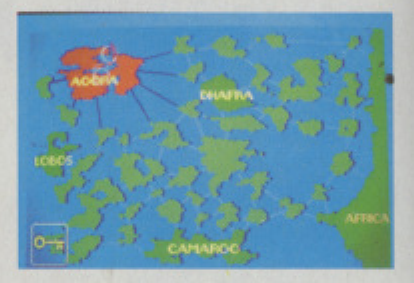




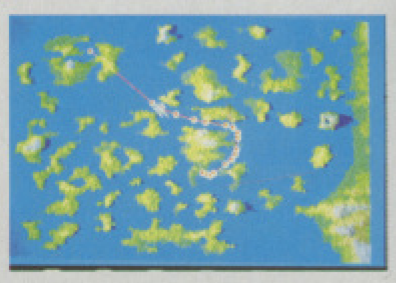
The character generator is one of Flames of freedom's most unique features. Although the physical appearance makes no difference in the game, designing your own character is still very cool.

ONE DICTATOR, TWO DICTATOR...

The Saharan Empire is your typical oligarchy. A few elitists run the show, which relies heavily on slave power. This is nothing new. Africa has had its fair share of the dictators since the colonial powers moved out. Uganda found Idi Amin as its president. Idi's hobbies included expelling all non-Ugandans from the country and seizing their assets, wearing kilts, and, according to rumour, eating his enemies. As a form of execution he had prisoners hit their fellow inmates on the head with sledgehammers.



The map screen shows the trade routes between the islands.



The map can also be displayed in fractals for a different effect.



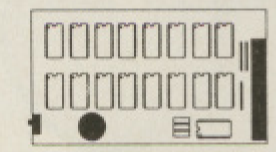
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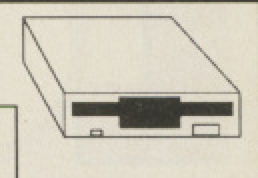
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LORD OF TH

Software houses have often drawn on Tolkien's world of hobbits, elves, dwarves, monsters and magic for computer games, but nobody has ever come close to capturing the essence of the book - until now. *Lord of the Rings Volume One* is more of a straight-forward adventure than most other Tolkien-inspired games with a strong role-playing bias thrown in for good measure.

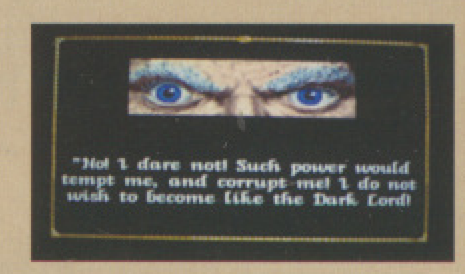
US outfit, Interplay, haven't stuck rigidly to the original story as it would probably make the game too easy or boring for avid fans of the weighty tome. Instead, they've introduced a number of new characters and plot twists to satisy everyone, while staying faithful enough to the novel to please the die-hard Tolkien purists.

As with most games from Electronic Arts, the manual gives glorious detail not only of the game mechanics, but of the background as well. This helps to provide an introduction to Middle Earth novices, and enlightens those with no desire to read the books. Maps, glossaries and a paragraph-text system (like the journal enteries used in the SSI games) give yet more details – copious note-taking is a necessity!

Once loaded, Tolkien's masterpiece of fantasy works its magic and the world of today slips away and we find ourselves in Middle Earth. In storybook fashion we are introduced to the characters and plot of the first game. Briefly, Frodo the hobbit has been entrusted by his uncle Bilbo with a magical ring once belonging to the evil dark lord Sauron. With this ring the Dark Lord's power would be immense and unstoppable. To cut short his evil plans the ring must be destroyed in the molten lava of the Mountains of Doom.

The ring's power is summed up by the wizard Gandalf: 'One ring to rule them all. One ring to find them. One ring to find them and in the darkness bind them.' Ultimately, the ring's power will corrupt anyone who uses it, no matter how good. And so Frodo, with his trusty party of adventurers must set out to destroy the ring. A task, which given the sheer scale of this game (and the fact that there are two others to come) is, frankly, rather daunting.

The game opens in The Shire, the most civilised place in Middle-Earth, with its well-known landmarks of Bag End, Hobbiton Inn, Green Dragon Tavern, Buckland Ferry, and Brandy Hall. Beyond lie less friendly places - Forsaken Inn, The Trollshaws, and the Black Land of Mordor. But the immediate aim of this part of



The game follows the book's plot very closely. The story is told through a series of graphic and text screens which help transport the player to the magical land of Middle-Earth.

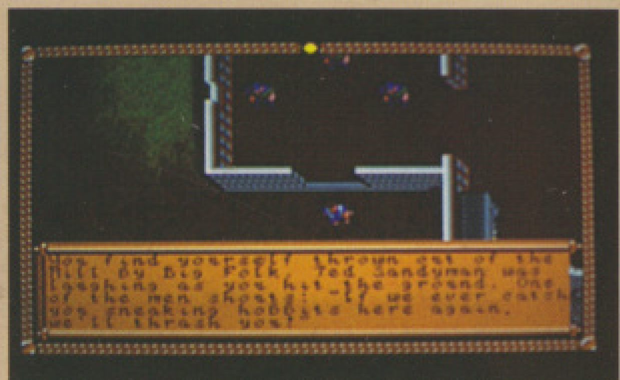
HE RINGS

SCREENSTAR





Frodo, Gandalf and the other characters all feature in EA's new adventure, but not all are under your command.





The point-and-click system makes the game very easy to get into. The puzzles, however, aren't such a pushover.



the trilogy is for Frodo to reach the safety of Rivendell, home of Elrond and the Elves.

Anyone with a passing knowledge of the current crop of computer role-playing games will immediately find the game accessible. The overhead view used in *LOTR* has its advantages and the point-and-click icon system never intrudes between the player and game and means that relatively little typing is required – a godsend to many hamfisted individuals (myself included). What makes this special, though, is the magic system. Magic is portrayed in the books as something wondrous and rare with its use of once-only Words of Power. Gandalf is supposed to be one of the greatest magicians in Middle Earth but in the books he uses relatively few spells and this is reflected in the game.

Frodo, and the team of characters he recruits, has a basic set of six attributes or characteristics: dexterity, endurance, life points, strength, luck and willpower. Each character also has various personal and attributes, divided into three categories. Active skills can range from bravado and charisma to perception and the ability to pick locks. Combat skills include axes, bows, brawling and swords. The final category, Lore, is not actively used but comes into play when a character enters an area where it might be useful. A character possessing Orc Lore, for instance, will be able to understand Orc culture and read their writings. Some characters also have magical abilities for both good and bad.

Accessing and using these skills is easy. When you want to switch from moving or exploring the play area, hitting the right-hand mouse button brings up a set of icons giving control over attacking, viewing the status of characters, taking, using items or learning skills, trading or discarding items, skills, magic, and, finally, communication.

So much for the mechanics of the game. Add to this a vast, seemingly never-ending play area, a plethora of hobbits, humans, orcs, trolls, elves, sorcerers, dragons, wargs, dark riders and vampires and you have what amounts to an incredibly large and addictive RPG adventure.

Lords of the Rings is breath-taking in its scope and enchanting in execution. You don't play this game, you live it.

Paul Boughton

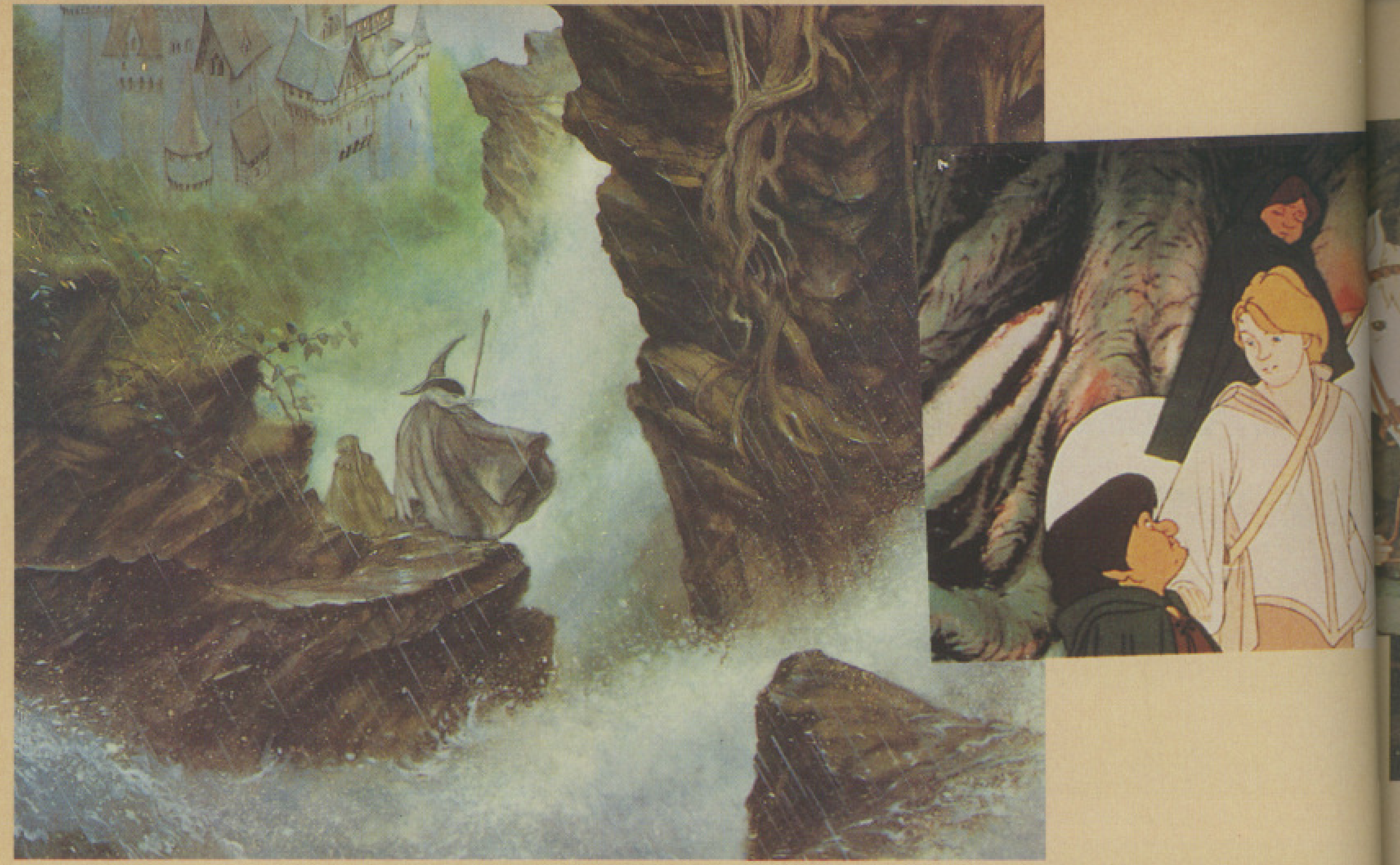
HOBBIT FORMING

Lord of the Rings Volume One **is the first of a projected trilogy of games, each based on the books which make up the Lord of the Rings – The Fellowship of the Rings, The Two Towers and Return of the King. It deals with the events in The Fellowship of the Ring such as the trip to Rivendell by the Hobbits, the meeting with Strider, and the journey up to the Falls of Rauros. Volume Two, based on The Two Towers will pick up where this game leaves off and Interplay plan to allow the transfer of characters from one game to the next. LOTR II is nearing completion on the PC and should be ready on the AMiga late next year.**

INTERPLAY/EA £25.99

' Superb interpretation of Tolkien's masterwork '

GRAPHICS	86%
SOUND	84%
LASTABILITY	94%
PLAYABILITY	95%
OVERALL	**90%**



LOOK WHO

After countless battles with Orcs, Drows and Elves, Matt Reagan emerges from Middle Earth with the story behind Tolkien's classic trilogy.

When JRR Tolkien's The Hobbit was published in 1937, it was heralded as an amusing and original children's book. Its sequel, The Lord of the Rings, took Tolkien thirteen years to write and was a much more meaty affair comprising a trilogy of books. When released it soon became famous as a work of imaginative fiction to rival such classics as Beowulf or The Iliad. The book has been the springboard for an entire genre: fantasy would be virtually non-existent without Tolkien.

That may sound like a sweeping statement, but consider this: imagine fantasy without Hobbits or Halflings, Elves as a haughty and peace-loving woodland race, Orcs as a bestial, evil species, and a malevolent 'Dark Lord' trying to destroy everything good folk hold sacred. These have all become clichés, but only because of Tolkien's powerful work. The strong cross-over between fantasy and computer games means the connection is easily seen; if it wasn't for Bilbo Baggins, computer fantasy games would be a very different breed!

THE AD&D CONNECTION

The Dungeons and Dragons phenomenon that swept America and Britain during the 80s drew heavily from the Tolkien tradition. Orcs and Balrogs were everywhere, and the character classes – Halflings, Dwarves, and Elves – rely heavily on The Lord of the Rings and The Hobbit. The basic idea of a group of adventurers exploring a series of catacombs is directly based on the Fellowship's wanderings in the Mines of Moria (in LOTR). Gary Gygax, the originator of the game, called his halflings 'Hobbits' in the first edition – but the Tolkien estate wasn't impressed with this unauthorised use and promptly slapped a ban on subsequent editions.

The computer games that started to appear in the late 80s from SSI tried to remain true to the RPG, and so possessed a distinct Tolkienesque flavour. The theme of the struggle against overwhelming evil, and even the technological level of the world in which it's set, came from Tolkien, but the mix with AD&D creates a fairly original milieu. Of course Dungeons and Dragons has been the spark for many creative game ideas, and the *Bard's Tale* series from Electronic Arts also combines a role-playing background with Hobbit-inspired adventures. Some great evil threatens the land, and a group of doughty heroes goes forth to do battle. Some originality wouldn't go

GETTING SOCIAL There's a thriving Tolkien Society in Britain, with over 500 active members. The Society's activities range from informal meetings in a pub to visits to historical sites, readings and performances. The Society has branches worldwide and plans to expand in Eastern Europe. The USSR had, until recently, allowed The Hobbit to be sold, but refused to have LOTR – presumably they considered it subversive! The Radio Four serialisation of LOTR boosted membership in the last decade, but the recession has forced many people to drop out. If the idea of informal (and occasionally formal) meetings to discuss Tolkien, fantasy or whatever tickles your fancy appeals to you, the Society can be contacted via the Secretary, Debi Haight-Hutchinson, at: Flat 2, 42 Frankland Place, Leeds, LS7 4DG.



HAPPY BIRTHDAY The Lord of the Rings starts with the eleventy-first (sic) birthday party of Bilbo Baggins and, fittingly, next January sees the centenary of Tolkien's own birth. The hype and promotions have already started, with HarperCollins (the publishers of the books) reprinting all of the author's major works this month. An illustrated version of LOTR is about to be published – the first time ever the Tolkien estate has allowed the use of pictures – painted and drawn by Alan Lee, the man behind the beautiful 'Faeries' book. Many other events are promised for the celebrations, including Christmas gifts – so you can write and thank Aunt Agatha for your LOTR books on LOTR stationery. Then you can jot down her birthday in your Tolkien diary using your Hobbit pen! The Tolkien Society is holding an international conference in Oxford next year, with guest speakers from around the world, followed by a ceremonial planting of a silver and gold trees. The Post Office will be creating a Tolkien booklet early next year as a special tribute to the author.

All covers (C)HarperCollins 1991. Illustrations by John Howe.

'S TOLKIEN

amiss!

Dungeon Master is loosely based on D&D and features many Tolkienesque touches like the character classes. Adventures also tend to 'borrow' from LOTR; *Guild of Thieves* by Magnetic Scrolls is set in a similar world as are the *Zork* games from Infocom.

RIDERS OF ROHAN

The PSS game of Middle Earth warfare is scheduled for release next year, and is a very different kettle of fish to Interplay's game. Rohan is an equestrian country, whose leader Theoden is undecided as to whether he will join the war of the Ring – mainly because his advisor, Grima Wormtongue, is in fact an agent of the evil wizard Saruman. Set during the middle section of Lord of the Rings, *Riders of Rohan* concentrates on a strategic point of view, moving armies as well as individuals. Those wacky Hobbits, Pippin and Merry, make an appearance, drumming up support from the tree-like Ents and convincing them to attack Saruman's fortress at Isengard.



Besides the wargaming element, there are assorted arcade-style sequences to add a personal feel. Magic combat is settled by Gandalf and his enemy slugging it out on a patch of scorched earth. Through deft use of the mouse controls, Gandalf can hurl spells at his opponent or duck behind a magical shield. The bulk of play involves manipulating troops and using tactics to defeat Sauron's forces, making this more of a wargame than something loosely based on Tolkien's work. This was quite deliberate as Mirrorsoft were keen to promote a game that could stand on its own merits.

THE TOLKIEN TRADITION

Many authors have followed Tolkien's lead when writing fantasy – some perilously close to his style and plots. The AD&D novels, such as the Dragonlance Chronicles, feature a group of adventurers (comprised of a wizard, warrior, half-elf, dwarf, etc) fighting evil in a magical land. Other authors, such as Stephen Donaldson (who wrote the Chronicles of Thomas Covenant), have taken basic elements from the works, such as an all-important ring and a 'dark lord' and come up with an innovative approach to the genre. Tom Brooks drew some criticism for his Shannara series of books, as they appeared to be so heavily based on LOTR.

Guy Gavriel Kay, who collaborated with Christopher Tolkien on the editing of The Silmarillion after the death of his father, has recently written the superb novel Tigana (Penguin £4.99), and draws on the Tolkien tradition, but with a truly original theme and style.

MORALS IN MORIA

Tolkien's works were partially based on Norse mythology, which is apparent from The Silmarillion in particular. Despite this pagan connection, the Lord of the Rings has a strong moral content. The game reflects this, with the characters virtually unable to even contemplate evil deeds. After all, there's not much point defeating evil if you take on its behaviour! Gandalf refuses to take the ring when it is offered by Bilbo (during the opening sequence), as he knows of its corrupting influence. Saruman, the leader of the White Council, is perverted by his attempts to gain power at any cost. Tolkien is often accused of having included an allegory of the Second World War in LOTR, but he always denied it, claiming that the book was started long before the outbreak of hostilities. Either way, the world of Bilbo and Aragorn seems whimsically dated now, being so reminiscent of pre-war Britain in its social setup. In fact, the manual to the game includes an apologia to explain that the game has to be taken in context of the period in which the books were written

ROLLING RONNY



Collecting all the scattered goodies will see Ronny through to the next stage.

Being the coolest dude in town is no easy task, especially when you're a roller skating clown with a big red nose. Will his City and Guilds in Pie-Throwing and Falling Over help him catch the crooks who have stolen the Fieldington Crown Jewels?

Taking control of this erratic errand boy, you journey through nine levels of jumps, joystick jerks, platforms and pitfalls. The gangsters have thoughtfully left a trail of jewellry boxes for Ronny to retrieve, as long as he can cope with the malevolent motorists, roving red devils, bouncing balls and other assortment of odd characters in the big city. Ronny also needs to grab some cash to pay for his bus fare!

Many of the gem cases are located in near-suicidal locations far away from any stairs or windowsills to leap from. The final resort for these tricky pixel-perfect platform predicaments is to use the balloon that lifts Ronny onto the screen after losing a life and obtain the obstructive ornaments. Otherwise, you'll have to rely on Ronny's magic pockets which can store an array of useful gadgets from superjumps to powersneezes.

Apart from the parallax-scrolling clouds along the top four lines of the screen, the town backdrop is rather one-dimensional and uninspired. Sprites are predictable and wimpy. The German programmers have resorted to that old copperlist trick to get the colour count to over 100 shades on screen at the same time. An annoying Big Top circus tune and strange sound effects accompany the, erm, action. Good job the soundtrack can be switched off to save your sanity.

Sadly, our rocking boy Ronny is candidate for the most boring cute character to ever appear in this genre of game. Where are the impatient foot-tapping antics and dinosaur sidekicks supplied by other stars of the video game screen?

There is just nothing here to fry your circuits. Sure, this game is packed with large levels but I just didn't discover anything interesting on my travels, such as secret rooms or really big boss sprites, to keep my enthusiasm pumping. Lacking the charm and excitement of the numerous platform romps and ravers already out there, I get the feeling *Rolling Ronny* will soon make his final appearance as a budget release. Not so much def as duff!



Armed with a red nose and rollerskates, Ronny explores the 2D levels.

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GRAPHICS	70%
SOUND	43%
LASTABILITY	50%
PLAYABILITY	45%
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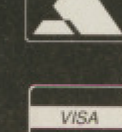
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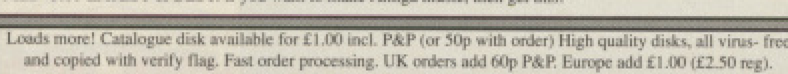
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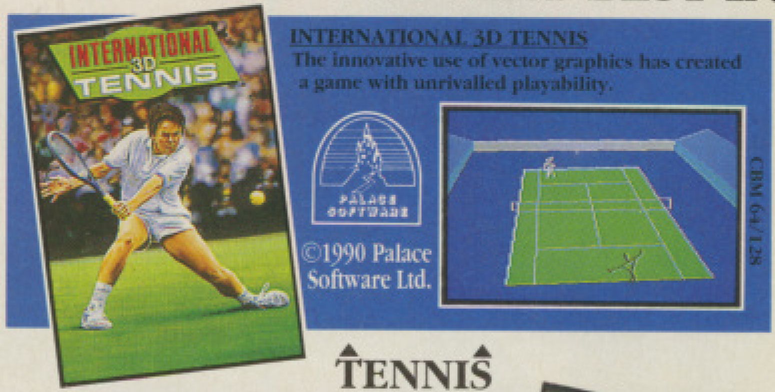

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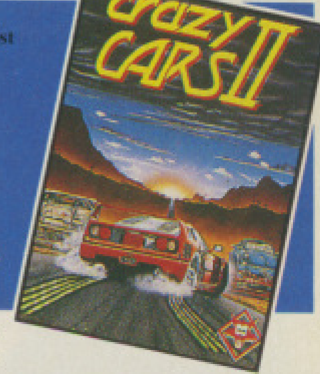
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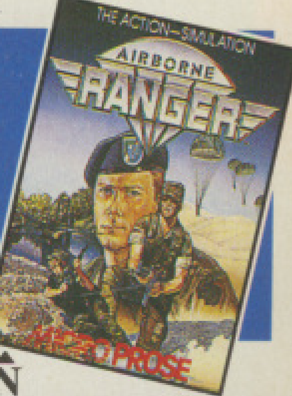
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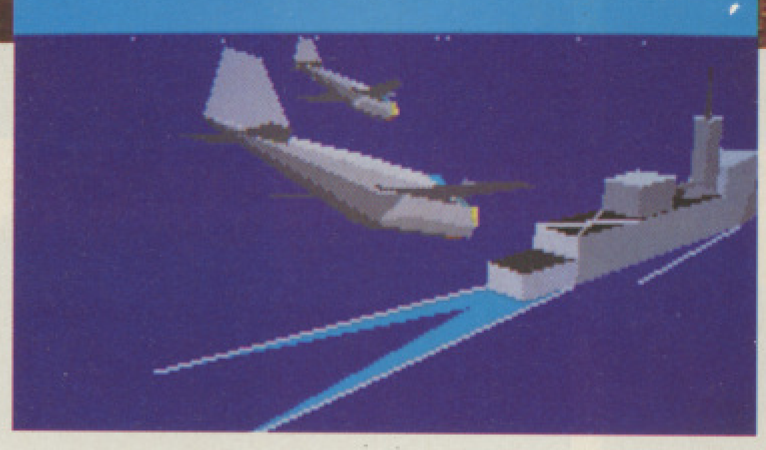
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FLIGHT OF THE INTRUDER



All the usual views are present, including an 'out-of-plane' shot which is useful for getting an early warning of approaching enemies.



Leaving the safety of the carrier, it's up, up, and away into battle. Note the impressive detail in the bitmapped cockpit.

The likes of *Falcon*, *MiG-29*, and Microprose's *F-15* games have taken the flight sim just about as far as it can possibly go on the Amiga. After all, there are only so many views and missions that can feasibly be created, and the only other way games can advance are in the speed of their update. Following this trend, Mirrorsoft's *Flight Of The Intruder* offers absolutely nothing new, but still ranks as one of the better Amiga sims to hit the machine. In addition, it also proves that, even after the likes of *Hunt For Red October*, *Team Yankee*, and *The Fourth Protocol*, not all book-based games turn out to be real stinkers. Based on the the Stephen Coonts' (an unfortunate name, that) book of the same name, *Flight Of The Intruder* offers the player complete control over the Intruder plane and the equally-impressive F4E Phantom. Both of these have different specifications and handling, and whilst the Phantom is more suited to interception missions and the Intruder to bombing raids, both are easily interchangeable to ensure that flexibility is maintained.

After logging on as a novice pilot, a number of options appear from which the game can be moulded to your liking and skills. The difficulty of the missions range from simple attack sequences where you are supplied with unlimited supplies of both fuel and any weaponry, to much harder attack missions where enemy installations and buildings must be destroyed. After selecting which of these you are brave enough to attempt, the game then switches to the customary view from the plane's cockpit. The HUDs for the Intruder and Phantom differ slightly, but the controls are very similarand only differ slightly in their capabilities. Control is via the mouse or joystick, although I must admit that the latter was infinitely preferable over the finicky and over-responsive mouse controls – after all,

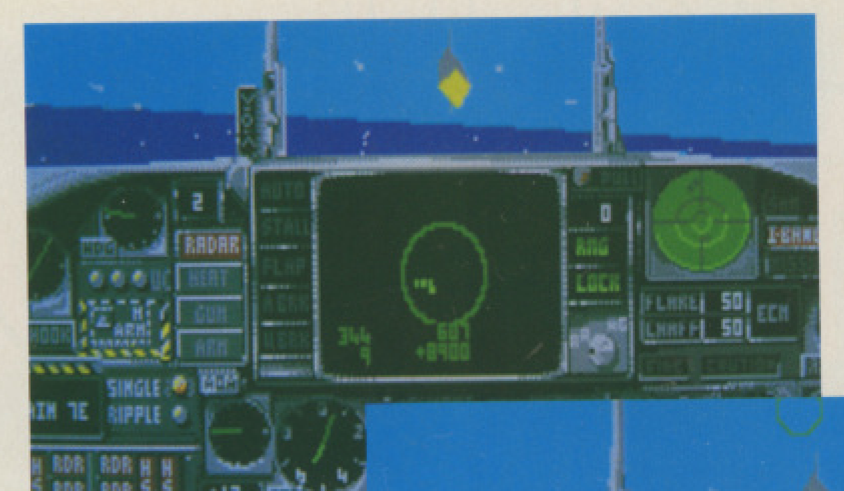
FLIGHT OF THE INTRUDER

complete control is half the battle.

After leaving your carrier, it's time to take to the skies and engage the enemy. Each of the HUD displays keeps you briefed on your altitude, speed and climb, whilst other lights and panels inform you of the proximity of enemy planes and the numbers of chaffs and flares remaining. In addition, the usual array of warning lights and computer displays are present. Similarly, your weaponry is equally well-stocked, with a full range of suitably offensive missiles and guns, including fly-by-wire missiles and the ever-present heat-seekers. Thanks to *Intruder*'s relatively fast frame update, these action scenes are particularly effective and generate more excitement than most others in the genre – adding to an already impressive sim.

The nicest thing about *Flight Of The Intruder* is its adaptability. The game is appealing to both novices and old-hands alike, and it also benefits the user by updating the missions and adding more realism and details as the player gains proficiency. Everything about the game is smooth and polished – just as we have come to expect from Spectrum Holobyte - and, despite my grumble about the lack of anything really new, which, admittedly, is a problem associated with the genre anyway, *Flight Of The Intruder* will keep all you would-be Top Guns busy for a long, long time. So do yourself a favour and rush out and buy this superior 'game-of-the-book' sim.

Keith Durham



From the HUD, information on height, altitude, climbing speed and weapon details can be gleaned. The status of each plane can be viewed, too.

Each of the planes can be fitted with a variety of different weaponry, ranging from fly-by-wire missiles to the extremely effective AIM9Bravo heat-seekers.



Absolutely nothing has been lost in the conversion from the PC and the game speed is very good indeed.



The A-6 is surprisingly manouevrable and can turn quickly and neatly during battle.



The mission room, where briefings are given and the details of the operation worked out.



The screen update is particularly fast and smooth and only adds to the overall excitement.

MIRRORSOFT £34.99

"An excellent and classy adaptation of the novel"

GRAPHICS	89%
SOUND	85%
LASTABILITY	93%
PLAYABILITY	91%
OVERALL	**92%**

THE INTRUDER NOSE YOU KNOW

The A-6 Intruder is often laughingly called 'The Tadpole' due to its unusual squat-nosed shape. However, within this bulbous cone, lies a host of TRAM (Target Recognition Attack Multi-Sensor) computers which are used for the detection of oncoming targets. Also, positioned above the nose-cone is a large hook-like device which sticks incongruously in front of the pilot's cockpit. This is actually a stubby air-refuelling probe which allows the plane to take on extra supplies both quickly and with minimal spillage. In all, two men are responsible for the A-6 during missions, the team consisting of the Pilot and his BN (Bombadeer Navigator) both of whom are suitably equipped with G-suits, and assorted survival kit should anything go wrong.

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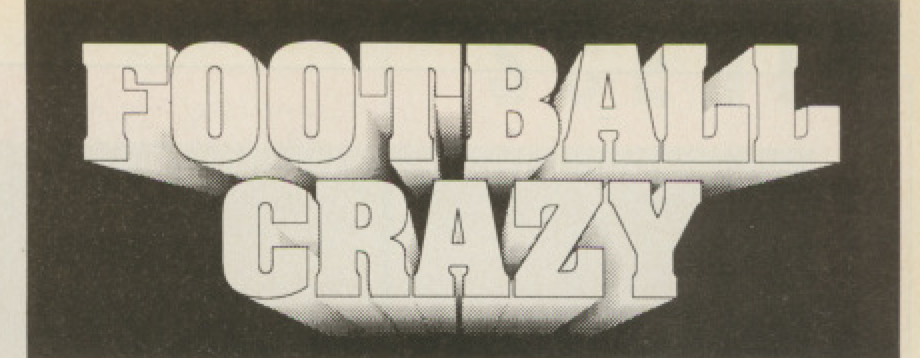
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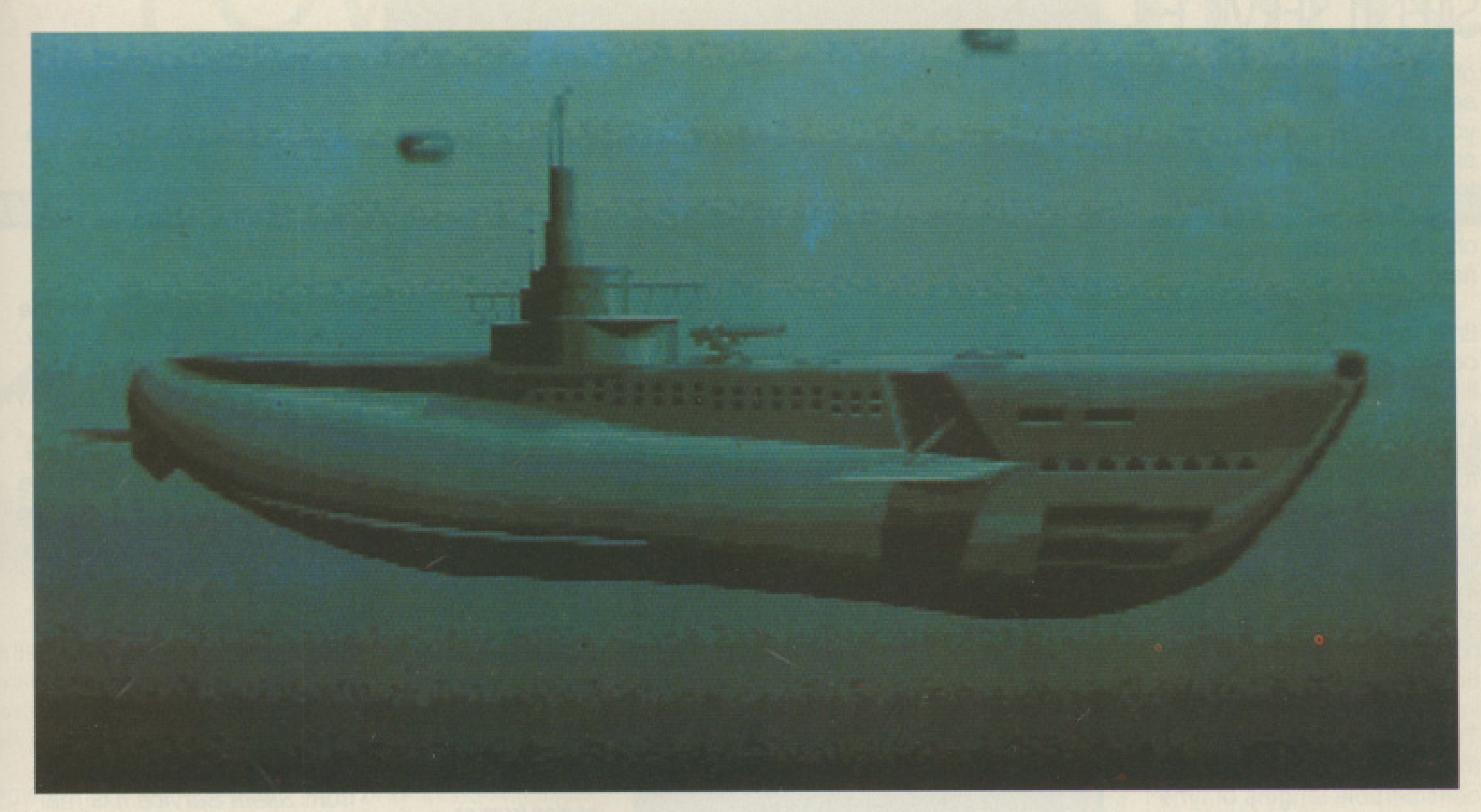
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SILENT SERVICE II

Silent Service was one of the first sub sims to make an appearance back in 1985 when computer memories were smaller than your shoe size. Since the Amiga arrived there's been something of a proliferation with titles like *Wolfpack*, *Das Boot*, and *Hunt For Red October* all vying for would-be commanders. *Silent Service II* aims to restore its predecessor's place on the shelf with digitised speech and graphics, historical accuracy and testing scenarios.

Set in World War II, it offers the players the chance to command a number of American subs in the South Pacific, raiding Japanese supply convoys and tackling what was the most powerful navy in the world.

The game begins with a spot of training as usual, allowing you to familiarise yourself with the controls and get used to sending thousands of tons of metal to the seabed. You make your way north where four hulks are moored in the water and open up on them with deck guns or submerge and whack off a few torpedoes until they disappear beneath the surface.

With a couple of notches on the periscope you can begin the game proper.

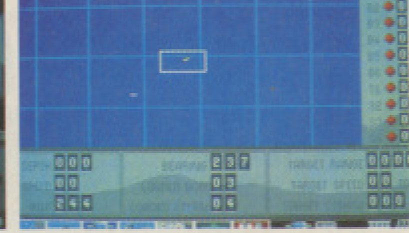
The options which open up before you offer a number of scenarios ranging from individual missions to a total wartime career in which you take command of a sub for the entire campaign, saving to disk and building up a service record.

This is a bit daunting, so go for a single battle and select from eight historical engagements which actually took place. They have names like 'Mush On The Loose' referring to the name of the skipper or their exploits. They range from a nice easy option like sinking a fat tanker, to tangling with a battleship. The impressive manual sets up the situation, gives advice and, a nice touch, tells you what really happened.

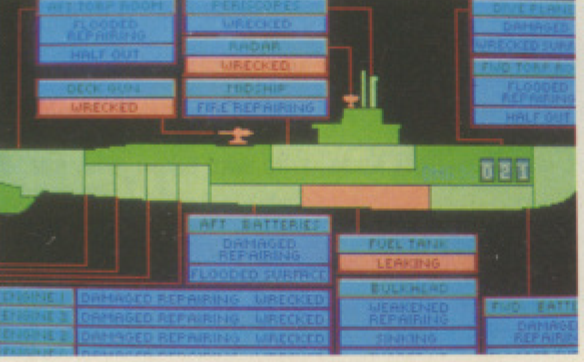
Each time you opt for a mission the computer ➢





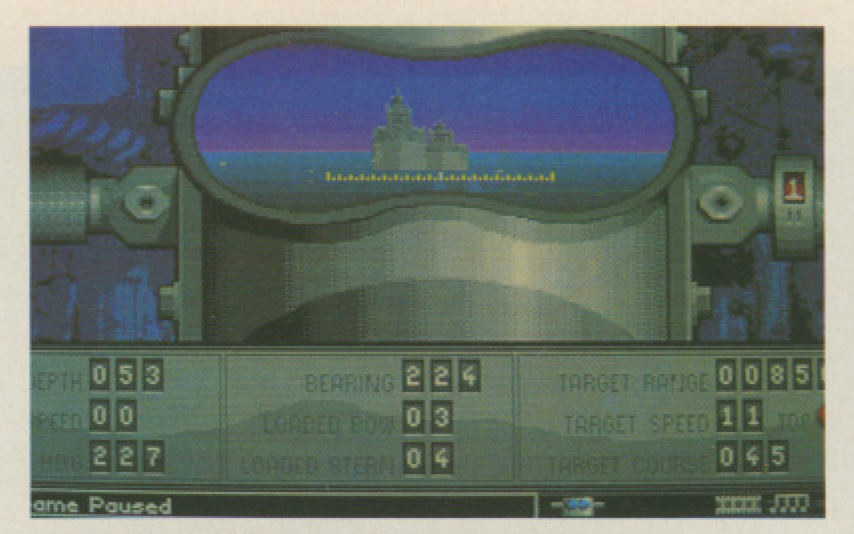


Using your many instruments, the enemy fleet can be pin-pointed quickly and easily.



As you take hits from the enemy's weaponry, your status is shown here.

SILENT SERVICE II



offers you the chance to select the type of submarine you use, the difficulty level and the reliability of your torpedoes, though only a real egghead is going to take the chance of using a dud in the name of realism.

War patrols give you a set time to hunt around the ocean with a base and a limited amount of fuel. You cruise around looking for contacts and engaging as much shipping as possible without getting attacked yourself. A war career involves hours of play and runs the risk of becoming a bit tedious by limiting the number of screens you see unless you're actually involved in an engagement. Thus, you end up staring at a map of the South Pacific for considerable lengths of time waiting for something to happen.

Silent Service II works best on the individual actions where you can get straight into the business of running a sub and doing some irreparable damage. Once you're into the game all the screens become available to you – charts, damage status, info panel, binoculars, and periscope. You're likely to spend most of your time on the latter two controlling the ship from your keyboard and mouse. An overlay makes it easy for you to work smoothly and on-screen icons speed up your task. Sensibly you don't have to set every gauge on the thing.

The graphics in *Silent Service II* are adequate without ever living up to the impressive VGA screenshot which adorns the front of the box. The various control screens are all clear and easy to understand, but it's the views which make a game like this come alive, and they don't exactly set the pulse racing - only the nicely animated shot of the boat firing a torpedo goes any way into giving you some visual feel. It would have been nice if you could take a look at the boat from a number of angles as you can in flight sims and, indeed, *Das Boot*.

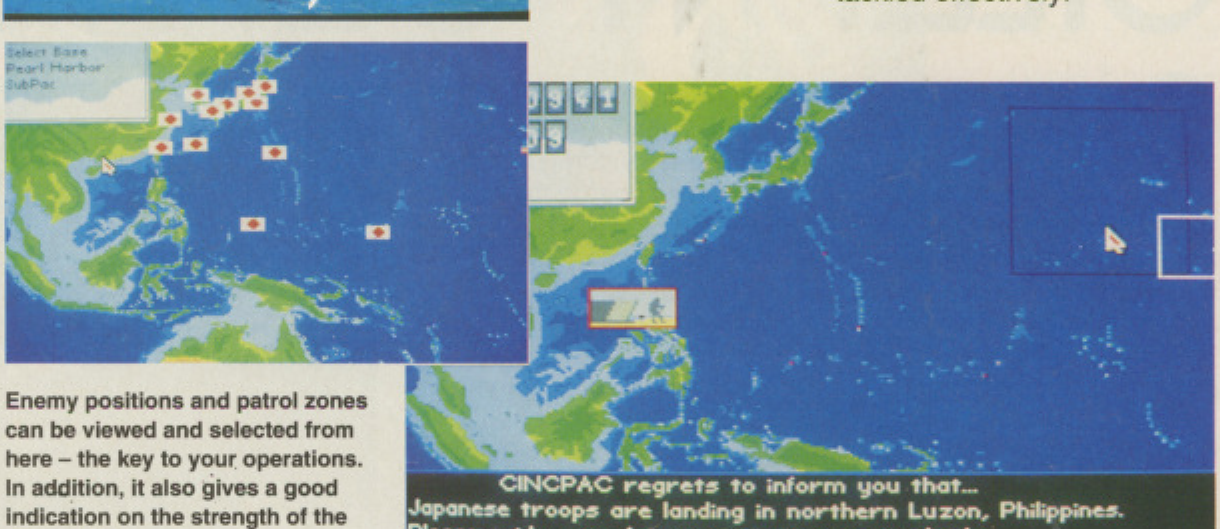
Sound is a success with digitised voices crying 'dive, dive!' as you submerge, seagull sounds on the surface and a klaxon when you're about to engage.

What's really missing from *Silent Service II* is real excitement. It works so hard at being accurate yet you never really feel like you're inside a tin can floating beneath the water. It's a common problem with sub sims that no-one's ever quite tackled effectively.



Above: Once the enemy are in range, the action can be viewed via your periscope. Keep an eye on your range, though, as you still may not be close enough to launch a torpedo.

Left: A number of options are available, ranging from an exercise to a full-blown attack on the enemy's base. If your damage exceeds safety limits, all is lost and this wreath indicates your failed attempt at heroism.



Enemy positions and patrol zones can be viewed and selected from here – the key to your operations. In addition, it also gives a good indication on the strength of the enemy fleet.

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Most died in action. Only O'Kane, who was taken prisoner, and Rammage survived the war. *Silent Service II* recreates some of their exploits as missions offer you the chance to refight their engagments and test your skills against theirs.

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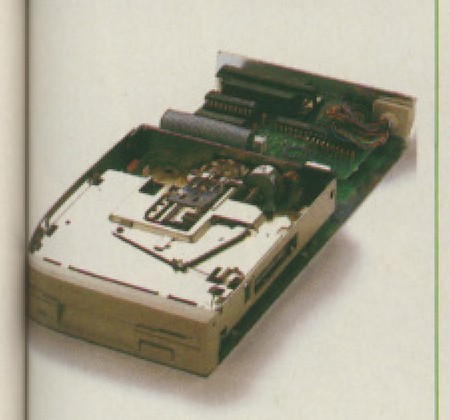
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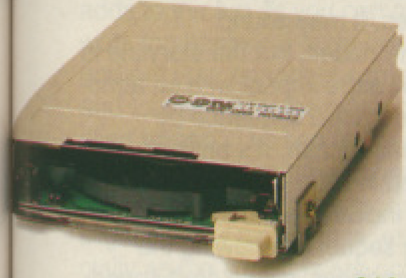
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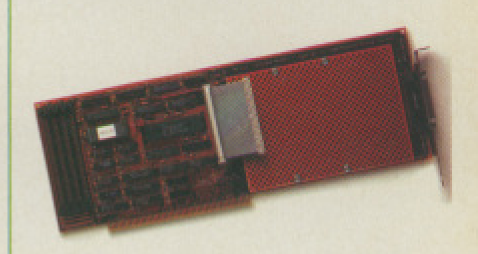
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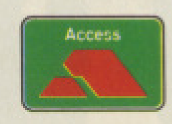
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ALIEN BREED

After the budget success of their kung fu beat 'em up, *Full Contact*, Wakefield-based Team 17 have now turned their talents to designing an arcade-quality shoot 'em up. Taking the film, Aliens, as their inspiration, the game is strictly for one-Meg owners and comes packed with enough playability to keep even the most games-weary cynic happily blasting away for hours.

The game scenario wouldn't look out of place in the pages of 2000AD and is very Alienesque, borrowing the idea of an Alien-infested space station which needs to be cleared by a hand-picked team of galactic mercenaries. It may sound cliché-ridden, but the storyline is given extra impact with an atmospheric intro sequence by Tobias Richter. It's brilliantly rendered in Ham 4096 colour mode and includes a particularly stunning sequence showing the mercenaries' space craft speeding to the rescue.

After the flashy intro, it's straight into the game proper. Taking control of a battle-hardened space mercenary, you're set the task of exterminating the alien slime and preventing the brood from spreading to other colonies in the sector. There's

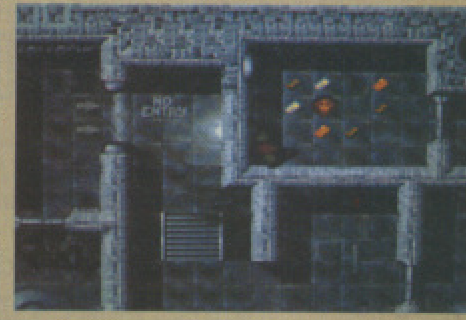


The game begins in the docking bay of the first level. With only two ammo clips, six pass keys and a pea-shooter things don't look bright.



Once you've collected enough credits, this flamethrower could be yours!







Above left: A room stacked with goodies such as ammo clips, cash and an extra life. *Above*: Step into the blue circle to reach the next level.



Here's a couple of shots from the stunning intro sequence by Tobias Richter. The 200 frame animation took just three days to produce using *Reflections*, a German ray-tracing package.

also a two-player option which adds to the fun as you can either work together as a team or try and get your opponent cornered and torn apart by the advancing alien swarm. The two main sprites can't pass through each other which makes things slightly awkward at times, especially as the corridors are only wide enough for one person in some parts, but this does mean you can block your buddy's exit from an alien-packed room and let him do all the dirty work. After he's taken a sufficient pumelling, it's just a simple matter mopping up the remaining nasties.

There are six levels to blast through, each an intricate maze of rooms, corridors, utility ducts and elevator shafts. The gameplay isn't anything new, borrowing heavily from *Gauntlet*, but it's done with such panache that it's hard to fault. The first level acts as a training ground where you can try out your standard-issue Uzi by blasting away at the assorted uglies that seemingly lurk behind every corner. These consist of small scuttling face-huggers and larger, full-bodied Aliens who sap you energy on contact. There are also valuable ammo clips littered about the level, as well as cash credits, electronic key passes and first-aid kits to pick up. The keys open the many locked doors, whilst the first-aid kit is essential to replenish lost energy. It's best to make the most of these, as supplies become increasingly scarce on later levels.

Each of the remaining five levels require the player to carry out specific tasks, details of which are given at the start of each stage. For example, level two requires the player to reactivate a core computer while level three needs a generator to be repaired. After each task has been completed, a destruct sequence is initiated and it's a mad dash back to the deck level transporter before the whole level blows. As the power supply fails, an emergency lighting system kicks in, bathing the area in an ominous reddish hue. A digital clock in the top-left of the screen begins a countdown to zero and if you still haven't reached the transporter after 90 seconds you'll get caught up in a mammoth explosion and fried alive.

Each level is made up of a massive 25 screens with hundreds of rooms to explore. Once you've collected enough cash you can access a number of strategically-placed computers. These jack you into the Intex computer network through which you can upgrade your weaponry, buy electronic maps of the area, fork out for more ammo clips, get more information about the level mission, or even indulge in a game of space tennis, an amusing clone of the *Tennis* arcade game of the early seventies. Power-ups include flamethrowers, two and three way shots, and laser fire which conveniently ricochets off walls and is capable of ripping into countless nasties before it loses its power. These cost a packet, though, so collect as many credits as you can.

As well as contending with all the alien pug-uglies, the space station is equipped with an extremely efficient security system. Apart from sealed entrances and electronically-coded combination locks, there are also forcefields, heat-triggered laser emplacements, collapsing floors and massive turbines which, if you get too close, suck you into their metal ➤

TEAM TALK **Swedish coders, Andreas Tadic and Pete Tuleby, have been hard at work on *Alien Breed* since August, 1990. Andreas and Peter first worked together on Codemaster's *Miami Chase* and have also collaborated on Team 17's *Full Contact*. In-game graphics have been rendered by Rico Holmes, who also provided the graphics for SNK's *Time Soldiers* amongst many others. Allister Brimble is the man responsible for all the funny noises and weirdo sound effects during the game and is something of an industry veteran at the age of only 21 years. He's already produced stacks of in-game tunes for countless Amiga and C64 games and is currently adding sound effects to Bullfrog's *Populous 2*. Tobias Richter, the man responsible for the flash-harry intro sequence probably needs little introduction, having carved a name for himself with his spectacular Star Trek animations released onto the PD circuit. More of German-born Tobias' work can be found in this month's PD supplement – it's definitely worth a look!**



ALIEN BREED

grinders and spit you out in lumps of prime minced beef. The aliens, too, have been hard at work building up their own defences. These include acid pools and organic defense systems capable of tearing you limb from limb if you should stray too near. On later levels, there are also the obligatory end-of-level guardians to contend with, and these take the form of huge alien mothers who don't take too kindly to your wanton acts of destruction against their offspring. These beasts can soak up shots like the best prize-fighter.

Alien Breed uses the full 32-colour palette for the game's backdrops and features some awesome graphics. Each level follows the same basic layout, but the later stages are much more battle-scarred and contain alien hatcheries and slime-ridden organic walls and floors. The end-of-level guardians are also finely-rendered in a suitably Giger-style. The game uses an impressive 240k of sampled sound effects made up of 78 individual sounds. These range from a satisfying 'thunk' when an ammo clip is collected to the death screams of each alien as they meet their maker. The Intex computer system and in-game warnings are also nice touches, having been sampled from actress, Lynette Reade, and these help add a sense of urgency during the course of the game, especially when the level is about to blow sky high.

The gameplay is nothing new and, if anything, is a bit too similar to games like *Gauntlet* and Interceptor's *Into the Eagle's Nest* for my liking. The main

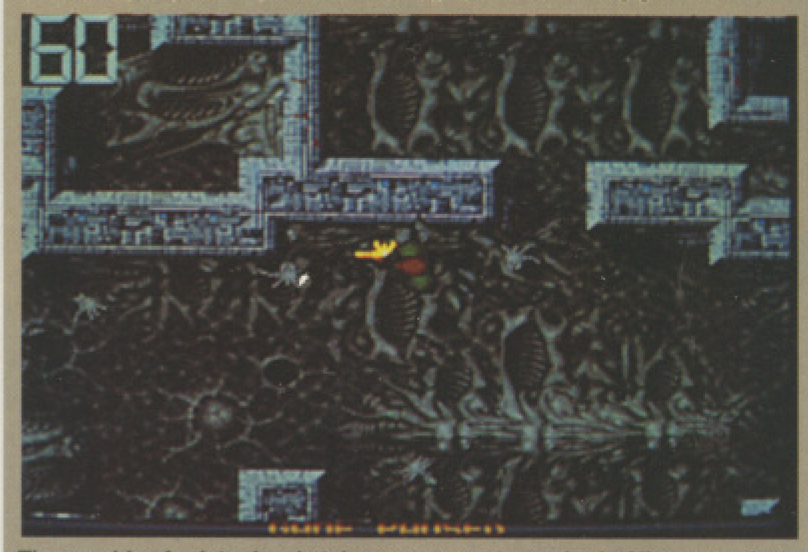




The Intex computer allows you to upgrade your weapons into state-of-the-art blasters capable of ripping the stuffing out of anyone or anything!



In the later levels things start to hot up as increasingly large alien muthas try to prevent you from blowing up their breeding grounds.



The graphics for later levels take on a more atmospheric Alienesque feel.





Once you've completed each level, a destruct sequence is triggered leaving you with only 90 seconds to race back to the turbo-lift.

ILLEGAL ALIENS...

Suspense is hard to create in a computer game, and the failed attempts at putting together a game based on the Aliens series is perfect proof of this. Argus Press started the ball rolling with their strategy game based on the first film. The player was given complete control over the seven members of the Nostromo crew as they hunted the acid-blooded creature. Although it wasn't particularly playable, perseverance reaped rewards.

With the advent of the long-awaited movie sequel with its all-action battle scenes, a computer version was bound to be a success. Well, perhaps. Electric Dreams produced two games based on events from the film, one of which was programmed by their American development team. The UK game was a superb exploration game, with a party of six marines sent to locate and destroy the Alien Queen. The US game was an abysmal six-stage affair, using a series of week sub-games to depict key action scenes.

Finally, those acid-blooded creatures last made an appearance in a spiffy coin-op, which pitted the player against wave after wave of Alien attackers. Fast-paced and gorgeous to look at, this is the nearest anyone has ever got to recreating the atmosphere generated by the film.

sprite is also disappointing, and looks slightly ropey with little detail and only four-colours, but that's forgivable when set against the lavish graphics of each level. I'd have liked to have been able to shoot up my opponent in two-player mode, too, but then I've always been a blood-thirsty type.

Six levels may not seem a lot, but the game will take some time to complete. With scores of powerups, varied and atmospheric backdrops, superb SFX and a neat scenario, it looks like Team 17 have come up with a winner.

Dan Slingsby

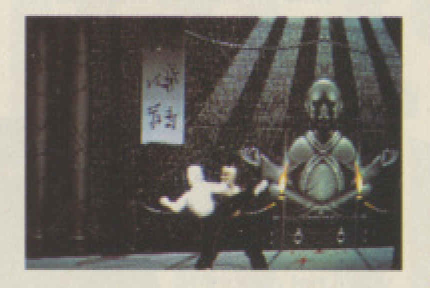
AMIGA SPEC

MEMORY REQUIRED	1 MEG
SCROLL RATE	50 FRAMES/SEC
SCREEN SIZE	FULL PAL
COLOURS ON SCREEN	32
LEVELS	6
DIFFICULTY LEVEL	6
NUMBER OF PLAYERS	1/2
LEVEL SIZE	5X5 SCREENS
SOUND EFFECTS	200K+
DEVELOPMENT TIME	13 MONTHS
GRAPHIC PACKAGE	D-PAINT 3
INTRO	HAM 4096 COLOUR MODE
GAMESTYLE	GAUNTLET-INSPIRED

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IN THE WORKS

Alien Breed **has taken more than 13 months to complete and is the first full-price release from Team 17. Their only other game to date has been the phenomenally-successful, *Full Contact*, an Oriental beat 'em up which topped the budget charts – despite the game being pirated only days before its release. Dedicated to publishing Meg only games, the small Wakefield-based company has a number of exciting products lined up for release over the next few months including another shoot 'em up pencilled in for Christmas and *Joyride*, a huge 2,500 screen car game, scheduled to make its debut in the new year. There's also talk of a *Rollerball* game in the not too distant future, based on the hit film of the same name, and a cutesy platform game, tentatively-titled *Superfrog and Friends*, is also being developed.**



TEAM 17 £24.99

" Blistering 1 Meg Alien-inspired shoot 'em up "

GRAPHICS	91%
SOUND	92%
LASTABILITY	80%
PLAYABILITY	86%
OVERALL	**90%**



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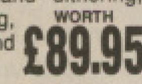
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DEATH KNIGH

The sequel to SSI's highly-regarded *Champions Of Krynn*, *Death Knights* brings the fantastical world of Advanced Dungeons and Dragons to life. Set in the Dragonlance universe, the game opens with the player invited to celebrate their victory in the first game. As the partying begins, news reaches the village regarding a proposed attack by the vile Lord Soth and his ranks of undead minions. Thus, party temporarily postponed, the battle to defeat Soth begins.

The game drops the player straight in at the deep end or, to be more precise, the Gargath Outpost. It is here that most of the ensuing battles will be fought, and from the safety of the Commander's Office, specific orders can be given. Within this area lurk a number of strange characters, including the man-eating Dread Wolf who will let you get to grips with *Death Knight*'s many spells. However, because everything is set within this area, there's a lot of needless treking back to the office for fresh orders – and this is just a waste of time.

The Dread Wolf is out for your tasty blood!

Luckily there are kindly folk who will help you out.

Death Knights features the usual wealth of banks and taverns where money, gossip or recruits can be collected and temples where wounds can be healed – for a small fee of course.

For the all-important battle scenes, complex strategies and bluffs can be made by switching players and positions using the mouse. Therefore, characters of better experience can be placed upfront and the weaker taken from harm's way. Even so, despite the beginner's level, *Death Knights of Krynn* may still be a little over the heads of new AD&D recruits. The abilities of key groups vary, too, with Knights and Rangers particularly effective during hand-to-hand battles, whilst the Clerics and Mages fall back with their spells and potions.



Resting is important to refresh the spirits and re-learn spells.

Death Knights is a massive game with a series of enjoyable and deep quests. Although most AD&D games suffer from relatively poor

As in *Champions Of Krynn*, the main bulk of the deep gameplay is given to the exploration and patrolling of its many cities and towns. Thanks to unwanted intervention of compatriats demanding your identification, this area proves to be extremely tedious and slow-moving, and makes the drawing of an all-important map considerably harder than it should be.

HTS OF KRYNN





Above: I've heard of pink elephants, but this is ridiculous! It's Sir Karl, come back from the dead and extremely angry to be in the land of the living.

Left: An overview map of the area reveals all the most important places to visit. Travelling far and wide will greatly enhance your experience and wisdom.

graphics when compared to the likes of *Eye of the Beholder* and *Chaos Strikes Back*, many of the locations especially drab and this reduces the atmosphere immensely. In all, a game for wise and cunning AD&D fanatics.

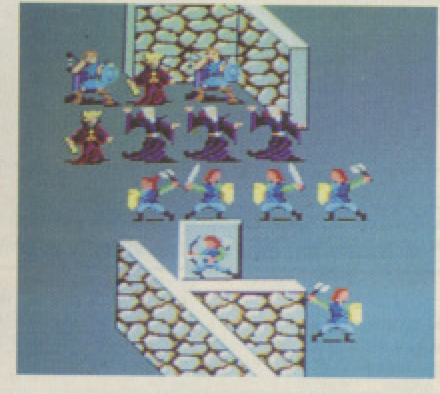
Fiona Keating



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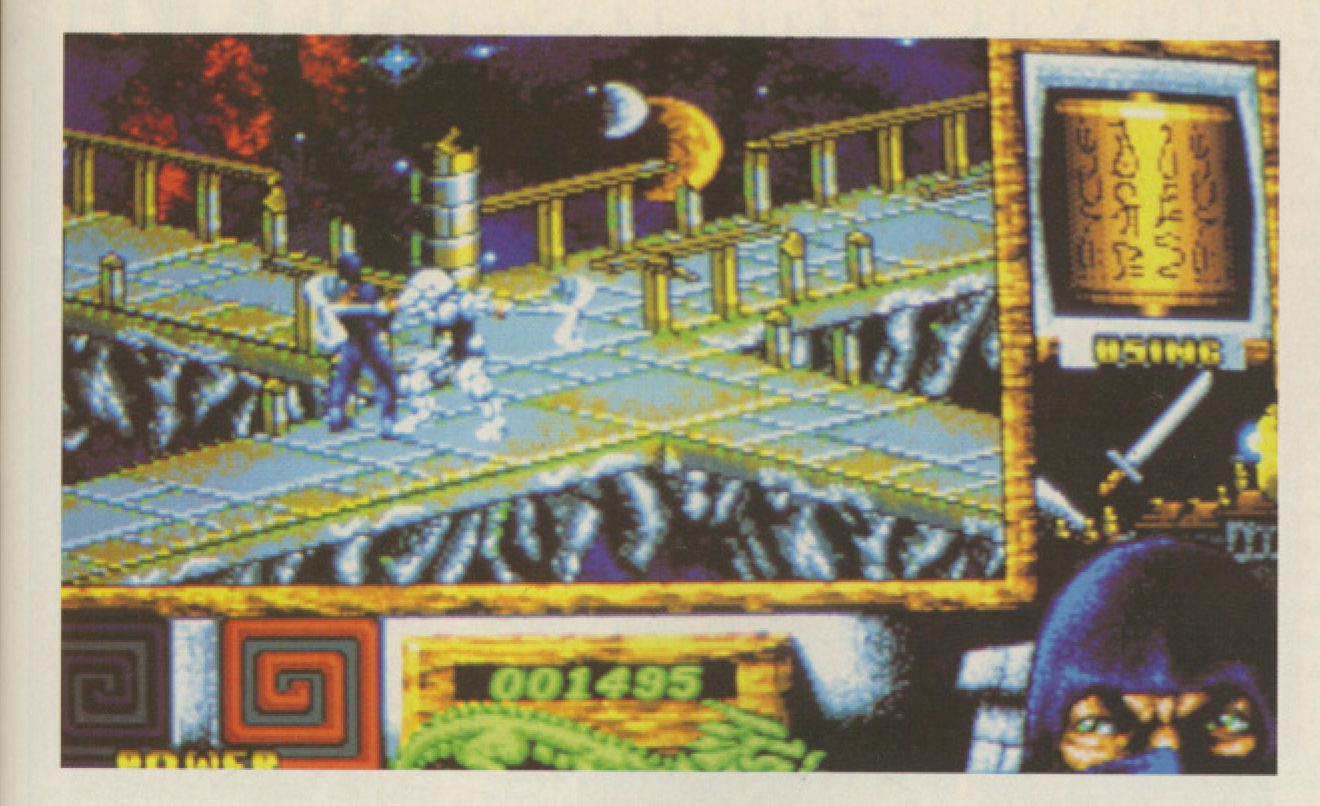
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LAST NINJA III

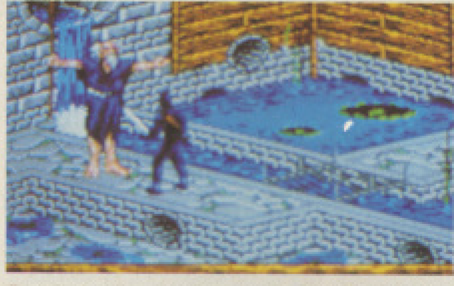
The film world has the Halloween and Friday The Thirteenth sagas and in the world of software there's *The Last Ninja*. Just like the aforementioned films the plots between the three *Ninja* games bear almost no resemblance to each other, and this, the last installment, is the best yet.

My earliest recollection of martial arts was sitting down to watch Enter The Dragon. As a mere sprog at the time, it inspired me to go out and Karate chop all of my mates. I've matured since then and have realised that it's nice being able to give things a good slapping without taking any painful retaliation. Enter the computer beat 'em up. Ten years after its debut, digital kung fu death and silicon Samurais are still going strong. System 3's *Last Ninja* series has been doing the rounds on every conceivable computer format for the last six years, and now the third, and supposedly the final, game has arrived.

The controls are now directional rather than rotational as in the previous games, which means the Ninja moves in the corresponding direction of the joystick. Fight moves are easily accessed, so there's no confusion during fight scenes. All the moves are typically offensive: overhead chops, low sweeps, gut wrenching cuts and kicks make up a large portion of the Ninja's arsenal. Weapons include bo sticks, swords, nunchakas, and the usual unarmed chops and punches. And, when used during a fight, killing a similarly armed warrior increases the Ninja's inner-force, depicted as a red dragon, which is needed to defeat the end-of-level guardians.

A Ninja's life isn't all hack and slash, though, as many problems have to be solved along the way. Unlike the previous Ninja games where puzzles were merely a matter of using an object at a certain time, in *Ninja 3* weapons have to be built and keys manufactured. A few branches linked together with a chain swiped from a hanging basket makes a perfect weapon. Other puzzles are more intricate, and require a number of different objects and visits to several key locations.

Ninja 3's sound effects are fantastic. Sampled groans, thumps, clanks and screams make the game sound like a low-budget Japanese duff 'em up movie. If samples



This guy may look in need of a zimmer frame, but believe me, he's harder than hard...

Beating this guy up may seem a doddle compared to crossing the river.



He's got an axe, fortunately the Ninja is slightly quicker with his sword.



LAST NINJA III

aren't your jug of saki, there are different tunes on each level, made up from the obligatory whines and plinky noises popularised in films such as Yojimbo and the karate series, Monkey.

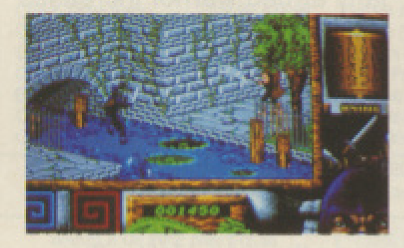
The game is equally hot on the graphics front. As in the other *Ninja* games, the character's movement is limited to paths which run through the screen. Without any Ninjas to trample over them, the backdrops have been extremely well designed. The dungeon level has boiling lava pits and waterfalls, as well as some ultra-tough enemies. This creates a real challenge.

The idea behind *Ninja 3* is old, but the execution, graphics, and sound are all impressive enough to make the game extremely attractive and playable. Just like the movies that inspired it, this game lacks the blood but has the thunder to make it excellent.

Mark Patterson

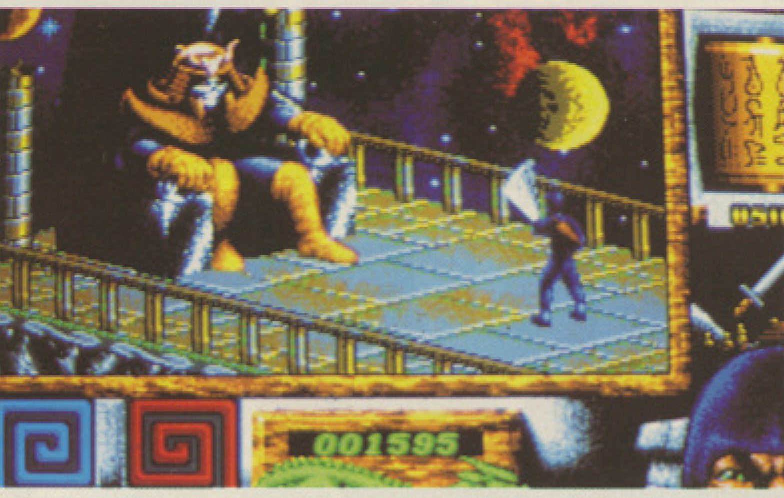


Glasshopper, the enemy have many pointy, dangerous weapons. Be careful.





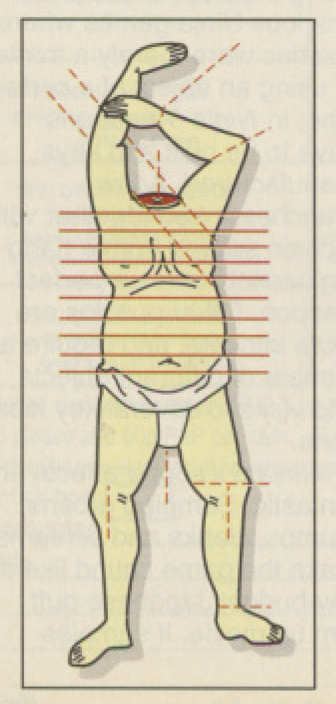
The prayer wheel in the top corner of the screen opens when you stand near an important object, letting you know where it is.



This is the biggest guardian in the game. Unlike his smaller minions he can't be destroyed by a good drubbing with a stick.



The lava pits contain hidden dangers, poison gas being one of them. You'll need to get hold of some items from earlier levels to survive.



FOILED AGAIN

Until Toledo in Spain cornered the sword market, the Japanese were the masters of bladed weapons. Japanese swords came in three sizes: Katana, which were primarily used in battles, a shorter one called a Wakizachi for close combat, and a Kodzuka, which was a small dagger.

Swords were usually made from a sheet of steel which was folded between ten and fifteen times then wrapped around an iron core. The blade was then shaped and covered in a layer of sand, clay and charcoal. This mixture was scraped from the edge of the blade which was then fired and dunked in water once it had turned a certain colour. The result was a very hard cutting edge with a softer back which made the sword slightly springy and less susceptible to shocks.

The finished sword would then be tested out on a corpse. Disembowelling and limb removal cuts were tried out, as well as Tai-Tai, a cut across the shoulders and neck designed to completely destroy an opponent. Needless to say only the sharpest blades could accomplish this.

KUNG-DANCING

The only reason the Japanese created the 'Play Only' video players was for Kung Fu films. A typical Oriental martial arts films uses fast motion to make the main character's karate chop look extra quick, with slow motion to milk the rare moment when the bad guy mucks up and slaps the hero in the face, and reverse play when the bad guy gets sucked through a time warp back into the pits of hell. Who needs extra functions when you have films like these?

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GRAPHICS	89%
SOUND	89%
LASTABILITY	90%
PLAYABILITY	91%
OVERALL	**90%**



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AMNIOS

It was bound to happen sooner or later. The talents of Pete Lyon, the guy who designed the graphics for *Goldrunner* and *Leathernecks*, have finally been spliced into a playable game. Ignoring yet another hackneyed scenario, *Amnios* is an all-out attack on your shoot 'em up senses.

Flying a spacecraft which can be rotated and thrusted in every direction, you're on a mission to destroy ten disgusting and deadly living planets. Each world is filled with a host of bio-beings, humanoid hostages, huge end-of-level guardians and a selection of vital organs like brains, hearts and arteries. Should you try to rescue a given number of humanoids or blast enough of the planet's vital organs to get through to a one-on-one with the big bad boss at the end of the level? Any rash decision could seriously affect chances for further survival and a respectable hi-score.

Your ship stays in the middle of the screen as the whole of the planet zips into view. This can prove tricky when you're trying to capture a humanoid or avoid unwanted collisions. Snatchers are probably the most annoying enemy you'll come across. These invulnerable creatures guard the humanoids and will carry them away if you take your time during a rescue. If you successfully save anybody, you must take them to the nearest Fathership for safety. While you're there, why not restore your energy? Fatherships are very useful constructions which can also provide you with better weaponry. Just collect a strain of DNA, take it to a Fathership, wait a while, then go back and collect your prize. Depending on the colour of the DNA, you could get a smart bomb, 20 seconds of shield, increased firepower, and so on. Unfortunately, each Fathership can only support one DNA strain or weapon and one humanoid at a time. Nobody said this was going to be easy.



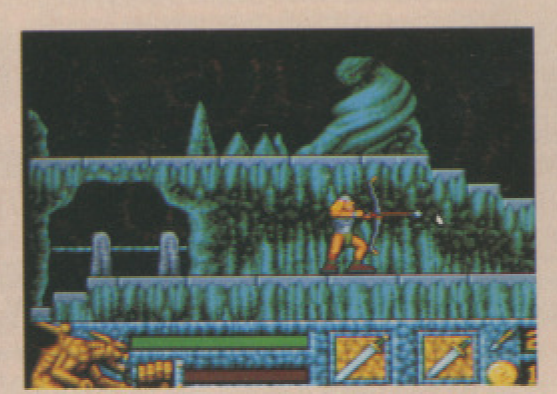
Psygnosis bounce back, after a long absence, with a great arcade blaster.

BARBARI

The original *Barbarian* was one of the games that put both the Amiga and Liverpool software house, Psygnosis, on the map. Never before had players experienced the impressive intro, colourful graphics and sampled sounds that have now become the norm. So how does the sequel shape up?



'Oooh, shooo, go away you ruffians!'



Up a bit, down a bit, steady, fire!

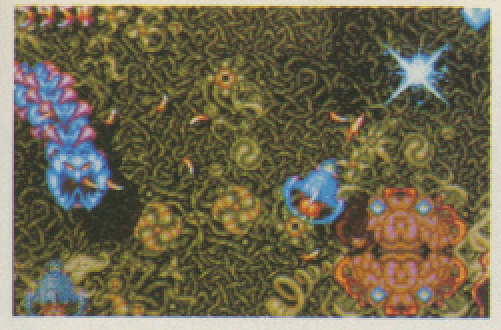


The killing of innocent civilians isn't advisable.

Players again take on the role of our hero, Hegor the Horrible, a fantasy thug with bad attitude and some nifty monster-bashing moves. This is a large game with plenty to explore but it's basically just another beat 'em-up at the core. The challenge is to find the easiest way to dispatch the soldiers, goblins, spiders, winged serpents and other creatures that inhabit this barbaric land. With over fifty enemies hanging around the surroundings, this task should keep you going for quite a while. A touch more interaction with a few of these would have been welcome. Your ultimate aim is to infiltrate the dark and dingy dungeons of the evil Necron and, erm, kick his butt.

You may be pleased to hear the programmers have kept the icons out of *Barbarian II*. These stopped the flow of the first game and have been replaced by a series of joystick combinations and a few keyboard commands.

On your travels through the demonic world, you need to constantly search for treasure chests, money bags, magic potions, handy gadgets and new weapons. Spears, daggers, broadswords, axes and crossbows can all be collected and put to good use. Be warned, though, don't become too much of a hacker slasher! Every time you swish a sword into the side of a creature, for instance, the blade will dwindle until it finally breaks into little

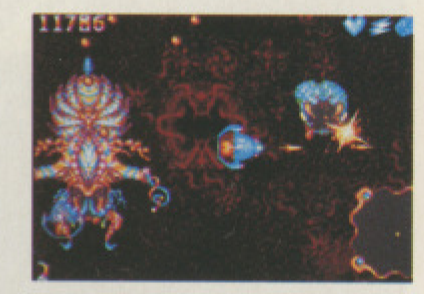


Amnios reminds me of the good old arcade hits of the early eighties. The idea of saving humanoids and the constant use of a scanner is straight out of *Defender*, while the rotation and thrust of your spacecraft is very reminiscent of *Asteroids*. Of course, neither of these two classics had the gorgeous graphics, smooth scrolling or abnormal SFX of *Amnios*. They didn't move as fast as this baby, either.

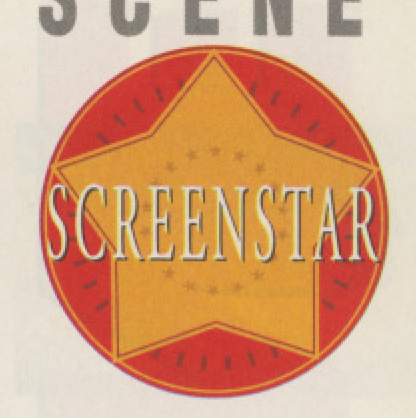
Programmer Paul Frewin has managed to squeeze some smart eight-way scrolling and exceptionally big boss sprites out of the Amiga for the occasion. Pete Lyon's beautiful bio-organic backdrops have to be seen to be believed and really give the whole affair a touch of class.

Make no mistake, the speed of the game can give you whiplash. Although you are able to use a joystick or mouse, it makes a refreshing change to go back to the keyboard… and actually enjoy the experience. A redefinable key option is about the only thing missing in this release. A little expensive for what it actually delivers, *Amnios* is still an incredibly playable shoot 'em-up.

Rik Haynes







After a dearth of good shoot 'em ups, Psygnosis have come up with a real beaut.

PSYGNOSIS £25.99

"Rootin' tootin' big time shoot 'em up action"

GRAPHICS	93%
SOUND	89%
LASTABILITY	77%
PLAYABILITY	96%
OVERALL	**88%**



IAN II

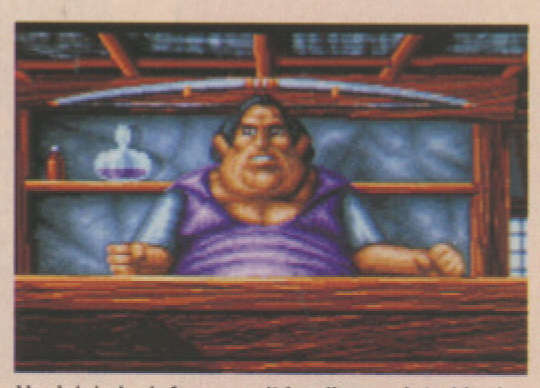
pieces. The strength of the current weapon can be seen at the bottom of the screen along with your health rating. Hegor can carry three objects at a time and this is where the strategy bit comes in. Will you keep the grapple hook or pick up that all-important crossbow?

Visually, *Barbarian II* bears little resemblance to the original. To be honest, I was very disappointed when I first saw the game. The large animated sprites of *Barbarian* have been replaced by small sprats. And considering he is on the screen all the time, Hegor looks nowhere near the superhero demanded by such a role. The size of his feet, for example, make him look like he's wearing a couple of anvils. Psygnosis claim there are over 2,000 frames of sprite animation in *Barbarian II*. A case of quantity over quality I fear. At least the digitised grunts 'n' groans will bring those feelings of nostalgia flooding back when you hear them.

What have we got, then? A reasonably playable game let down by presentation. If only Psygnosis had used some of the fancy graphics routines seen in *Shadow of the Beast 2*. Then they would have had a winner. Nevertheless, map-happy arcade adventure fans will probably lap it up.

Rik Haynes

The evil and all-powerful Necron laughs at your pitiful attempts to defeat him!



Hack 'n' slash fans won't be disappointed in the sword-wielding antics of *Barbarian II*.

PSYGNOSIS £25.99

"Not quite the sequel everyone was expecting"

GRAPHICS	73%
SOUND	75%
LASTABILITY	71%
PLAYABILITY	87%
OVERALL	**79%**

MOONSTONE



Mindscape's aim with *Moonstone* is to make RPGs more accessible to the masses, and they have certainly succeeded. Although it can't be called a true RPG and lacks the more detailed side of the genre, *Moonstone* is a fast-paced search with all the mystical creatures that you'd expect to meet on such an excursion, and the usual wealth of miscreants and wise-men. Written and devised by *Fiendish Freddy* co-creator, Rob Anderson, the game recounts the adventures of four knights as they traverse a massive map in search of the shattered gem of the title. In an atmospheric intro sequence, the scene is set. A mysterious group of monks surround the said stone and a bolt of lightning shatters it into twenty pieces. The monks then set about secreting the fragments, hoping that the power they contain will never be united again and leaving a vile guard to protect each piece. Now, the time has been deemed right for the pieces to be gathered and taken back to the altar to be transformed into one again.

The game is played over two levels, with the player selecting one of the four characters and entering a sprawling map screen. Depending on which knight you have selected - and there is absolutely no difference in their abilities - the game begins from one of the corners of the play area, and the player guides their tiny onscreen persona across the land. Throughout *Moonstone*, there is a great attention to detail, with the night turning to day and the character actually slowing as he ploughs his way through forests or swampland, but it is during the all-important fight sequences that they become more apparent.

Inhabiting the wastelands and mountain ranges that make up *Moonstone*'s lands, are a series of dangerous creatures and guardians who must be tackled before whatever they are hiding can be collected. On encountering one such beast - whether it be a Mudman, a Dragon, or a horde of Ratmen - the view changes to the traditional one of a beat 'em up as the fighters square up against each other. Graphically, this section is a slight disappointment, though. Although the sprites and backdrops are large and detailed, the actual use of colour and definition is clumsy and makes the game look rather primitive - in fact, I couldn't help but notice a similarity to Paul Norman's age-old *Forbidden Forest* and *Aztec Challenge*. Crudeness aside, though,

***Above*: Rob's early designs for the intro before they were eventually coloured and animated.**

these stages are a doddle to control, with the joystick and firebutton accessing the eight possible moves, and the game's novel 'Gore' mode ensuring that the events can be bloodied up or toned down (but I doubt whether many people will bother turning it off once they start swinging their swords around!).

All this fighting ties in quite nicely with the main purpose of the game, as indeed do *Moonstone*'s many aspects. Towns punctuate the large map, and entering these unfolds a new series of options. For instance, Healing and weapon shops can be entered and health points and extra weapons bought. A visit to a seedy tavern can lead to success (or bankruptcy) at the dice table, or a piece of juicy gossip from the natives. Despite these many ideas and features, the best thing about *Moonstone* is that it is a doddle to pick up and get into. There's no messing about with icons or food rationing, but by learning from your opponents and mistakes, extra skills, spells and personality points can be accumulated, making the game slightly easier as you encounter the harder and larger guardians. A perfect entry for someone who wants to get to grips with this tricky genre, and a playable and welcome game in its own right.

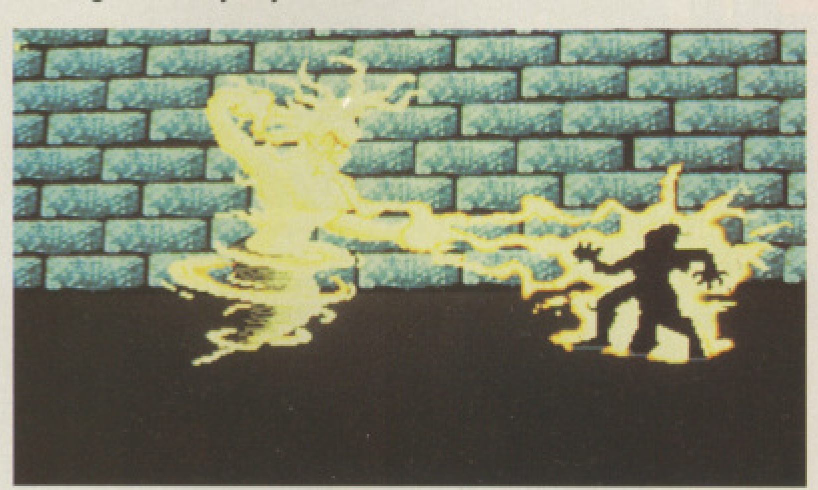
Steve Merrett



The Dragon is one of the more visually impressive creatures and is probably the hardest to kill. Its fiery breath will frazzle the unwary Knight instantly.



Rogue elements attack in groups of two or three, and take a great deal of slashing before they stay down.



Bigger guardians sport larger and far deadlier weaponry, so stealth is needed to conquer their defences. The Knight has one particular move which will despatch them – if he can use it in time!





Depending on which part of the map your character is on, the backdrop of the fight scene changes accordingly.



GORY, GLORY HALLELUJAH.

With its many decapitations, disembowellings, and blood spurts, *Moonstone* has revived the lost art of binary bloodshedding. Started by Paul Norman in his famed C64 and 8-bit Atari epic, *Forbidden Forest*, Paul showed death by scorpion, by spider and by impaling – all in their gory glory. This actually prompted a few complaints, and death sequences were promptly toned down again – until *Beyond Forbidden Forest*, that is! On its way from Psygnosis (and it's been quite a wait), though, is DMA Design's appropriately-named *Gore!* which, we are promised, will feature as much of the red stuff as feasibly possible. What next, *The New Zealand Story Massacre*, starring Tiki the maniac Kiwi?

MINDSCAPE £25.99

“Stuffed to the gills with adventurous atmosphere”

GRAPHICS	71%
SOUND	79%
LASTABILITY	80%
PLAYABILITY	81%

OVERALL 81%



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MONOPOLY



There's no arguing with the computer as to who gets the car! There's a quick-start mode where the pieces and money are automatically assigned to the players.

Picture this. You're sitting at home on Christmas day, all your friends have gone to the Bahamas for the holidays, The Wizard Of Oz is on TV again for the umpteeth time and boredom is setting in. Then suddenly you remember Monopoly! Of course, get the family playing a good old board game and the holiday brightens up immediately. Unfortunately, no-one else is interested so you end up sorting out the socks Aunt Molly gave you and wondering if you can exchange them for cash.

Well, not any more, as the computer version of *Deluxe Monopoly* is a welcome replacement for dull relatives. The main problem with computer Monopoly is that the board game is so simple that, apart from providing a computer opponent, it's hard to improve – in fact, normally, things just get confused. This is apparent here but the game is extremely user-friendly and complexities are kept to a minmum. For up to six players, *Deluxe Monopoly* has all the familiar features, including Park Lane and Old Kent Road, the players' dog, hat, and boat icons, the 'Go To Jail' square and the ubiquitous Chance and Community Chest cards.

The board is colourful and recognisable, and rather than the expected vertical view, the programmers have chosen to give a 3D perspective view from the current player's side of the board. Dice rolling, buying instructions, and cash screens are all controlled using a mouse-activated cursor and a simple menu system.

Although the graphics look a bit rough they are faithful to the original and there is a great advantage in having a computer-controlled bank (no ripping off the banker here!). You can't really improve on the basic board game but for Monopoly fanatics the single player option will make this game a must.

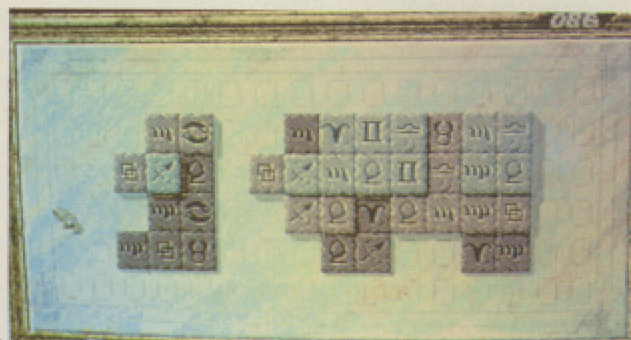
VIRGIN £19.99

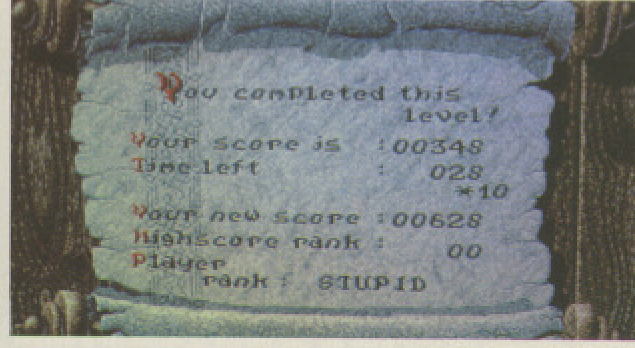
'Budding bricks-and-mortar moguls will'

GRAPHICS	75%
SOUND	70%
LASTABILITY	79%
PLAYABILITY	68%

OVERALL 70%

SARAKON





Frustrating but addictive games like *Sarakon* have been puzzling the Japanese for years.

A wise man once said: 'Beware of paving stones with mystic symbols.' Under the circumstances, I wholeheartedly agree with him. Virgin's *Sarakon* could become dangerously addictive for anyone who doesn't initially throw it out of the top window of their flat or office in a bout of frustration.

Sarakon offers a top-down view of a 16X20 squared grid, inhabited on different levels by groups of stone tablets, all of which are emblazoned with ancient Greek or mystic symbols. The basic idea behind the game is to clear the board of these tablets within a set time-limit. To do this the player must connect and cancel tablets with like symbols in – much the same way as you cancel playing cards in a game of patience. Of course there are limitations. The main one is that pairs of symbols can only be cancelled if they can be connected by an 'imaginary' line, broken by not more than two right angles and not crossing other tablets with differing symbols. Good scores are built up by cancelling all the tablets on the grid in the shortest possible time, while connecting ones with the greatest distances between them adds a bonus.

There are three tablet colours: pink(ish), silver and brown. These are laid on top of each other in later levels of the game in such a way that cancelling the top tablet will reveal the lower one, and so on. . . At beginner level, different coloured tablets can be cancelled so long as they all have the same symbols; but at professional level they must be the same colour as well. There are forty levels, and bonus jokers allow for a modicum of cheating, whilst four levels of expertise will keep you hooked.

The graphics are suitably ancient and stony-looking and, since *Sarakon* is based on a timeless Chinese puzzle game known as Mah Jong, this is quite appropriate. Sound is acceptable and, although the rules and gameplay take some getting used to, *Sarakon* is a good, if not spectacular, addition to any puzzle collection.

Alan Dykes.

VIRGIN £19.99

'Big board puzzler – a real addict's game'

GRAPHICS	79%
SOUND	71%
LASTABILITY	84%
PLAYABILITY	80%

OVERALL 83%

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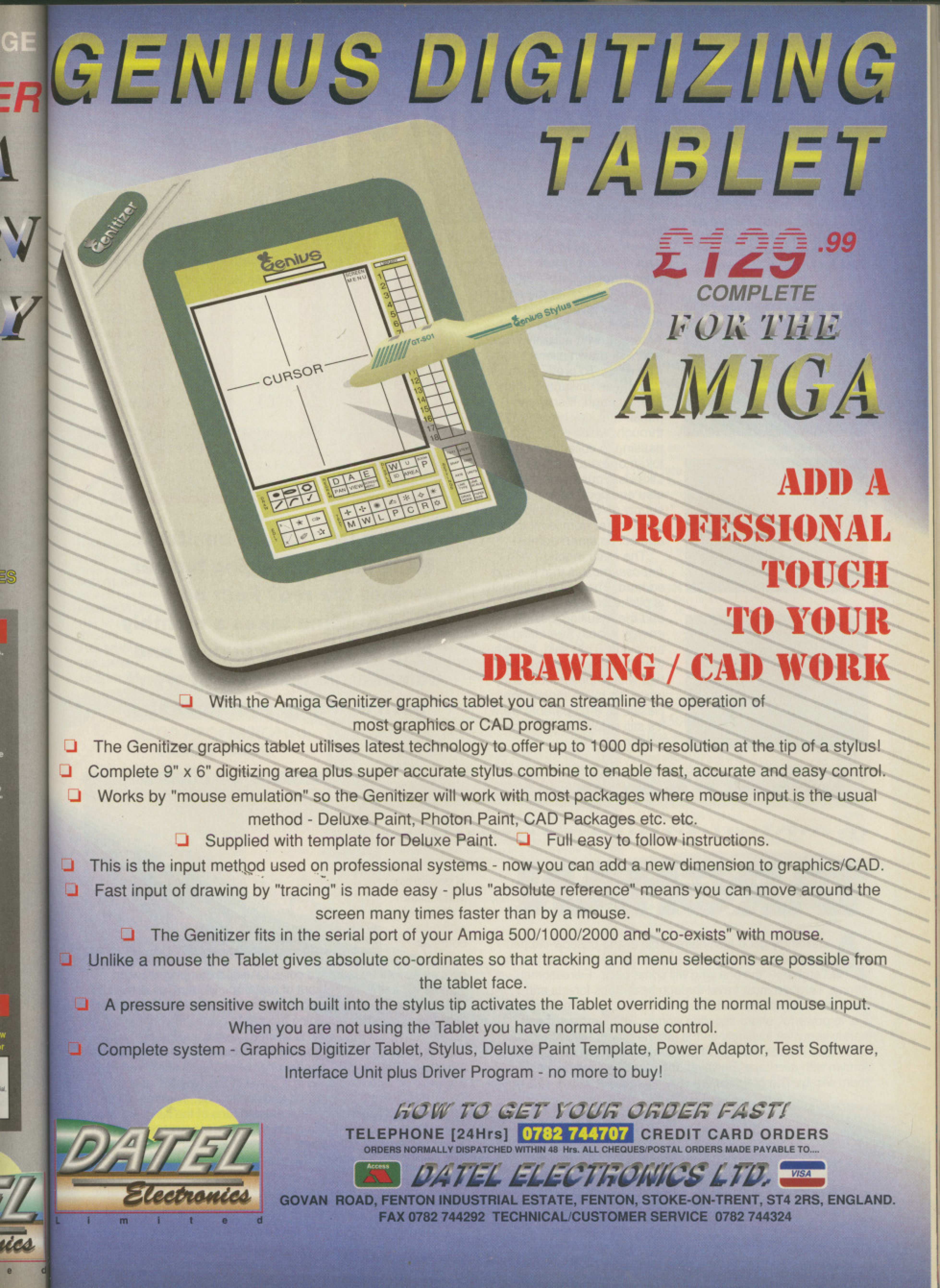


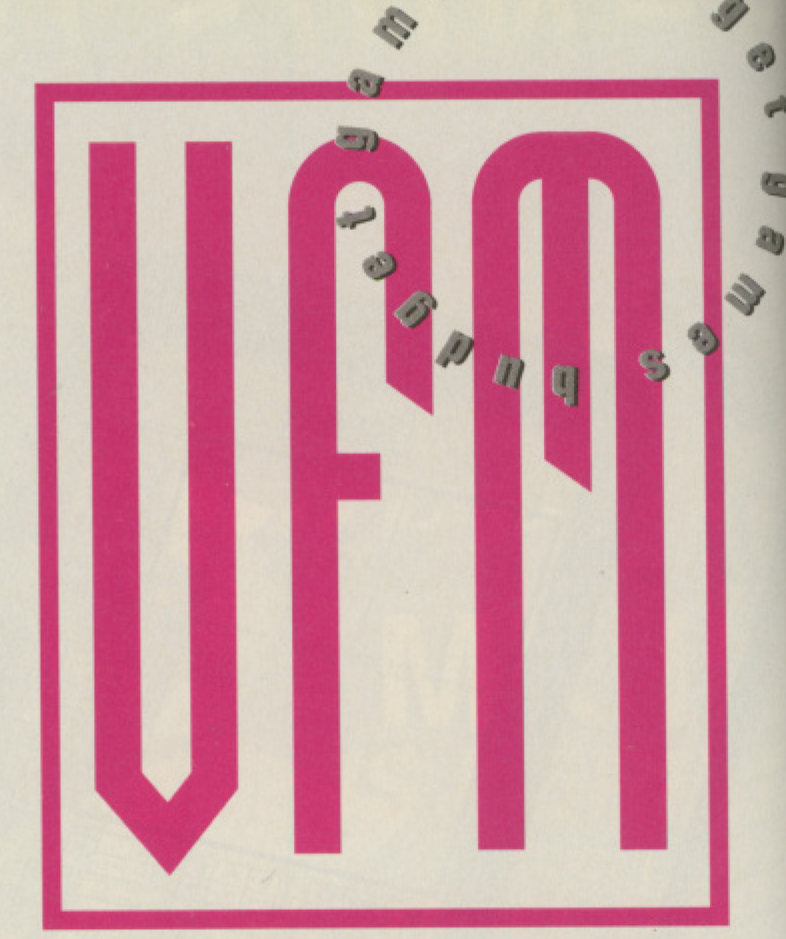
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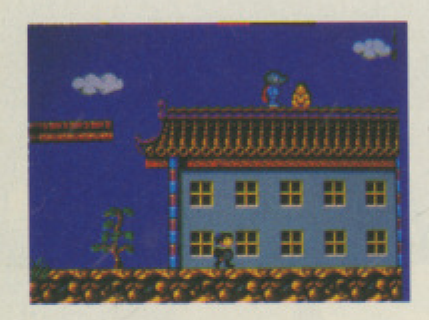

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Money too tight to mention? Bank balance edging further into the red? Fear not! Fiona Keating takes a monthly look at cut-price budget and compilation games that won't burn a hole in your pocket.

IMPOSSAMOLE

Gremlin's 8-bit hero, the legendary Monty Mole, was dragged kicking and screaming up to date for his 16-bit debut and, whilst not quite as playable as the C64 and Spectrum originals, *Impossamole* is still superior platform fare. Drawing inspiration from past Monty games, *Impossamole* involves the negotiation of five stages, as Monty – now clad in his superhero Impossamole garb – battles his way through to the end of each. The levels range from the Amazon to frosty Antartica, with suitably weird and well-drawn aliens inhabiting each. To protect himself from these unwanted attentions, though, Monty can punch and kick his way through, whilst occasionally pausing to collect a monetary token or extra weapon. Likewise, our super-rodent is also equipped with a small supply of 'Super-Weapons' which differ from level to level and act as smart bombs.







The main problem with *Impossamole* is that it is just so hard. The game's difficulty is pitched rather too high, and the resulting loss of energy is both frustrating and annoying. That said, though, there's still a lot of fun to be had with *Impossamole* and, whilst it's by no means the classic its 8-bit parents were, it's still enjoyable platform hokum.

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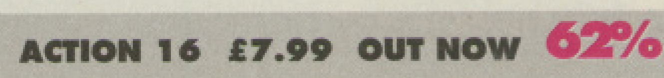


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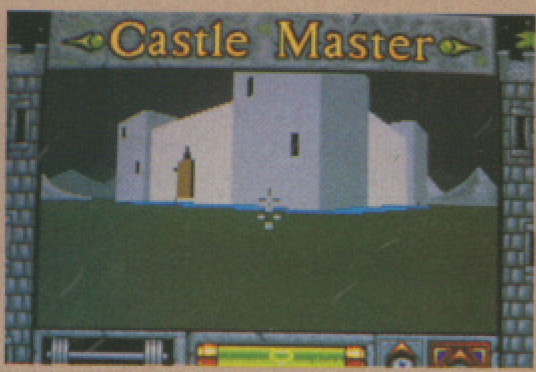


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VIRTUAL WORLDS

Incentive's unique Freescape system broke new ground in the pursuit of 3D excellence, and Domark's compilation celebrates this. Leading off with the technical high-point of the series, *Castle Master*, the compilation gets off to a stunning start. By the time *Castle Master* was released, Freescape had really come together and its rescue scenario added a much-needed sense of urgency to the proceedings.

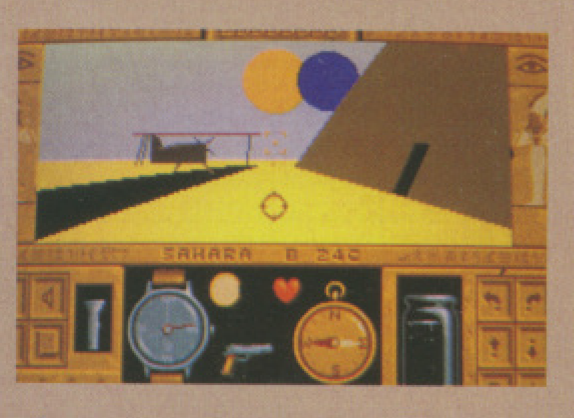


As the player, runs, jumps, shoots and crawls, a series of puzzles must be solved before the goal is achieved. Also, by way of a bonus, the previously-unreleased (well, with the exception of through The Home Computer Club) *Castle Master: The Crypt* has been incorporated, which is essentially more of the very enjoyable same.

Supporting *Castle Master* are *Driller* and *Total Eclipse* and, whie the rough edges of the then-fledgling system are apparent, the games are high on atmosphere and strong on puzzle content. *Driller*'s plot centres around a planet due to explode, and the player must scour the planet searching for co-ordinates which indicate where any trapped gas can be syphoned off. Several of these rigs must be set up and only then will the planet be safe. Of the trio, I must admit that *Total Eclipse* is my personal favourite. Played within a sandy Egyptian setting, the player is cast as



an archaeologist out to destroy an evil shrine. Set against the titular solar event, the game's atmosphere and feeling of impending doom is second to none.



If there's one complaint that can be leveled against this *Virtual Worlds* compilation, it's that the games are a little samey. However, it represents excellent value for money, and will keep the most ardent of you busy for weeks, if not months, to come.

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KID GLOVES

Millenium's cutesy platform affair is even better second time round. Although it isn't up to the standard of, say, *Rick Dangerous* and *Switchblade II*, the large and gaudy graphics make Kid an endearing character. The actual gameplay itself is rather pedestrian, with the usual amounts of running, jumping and money collection, but the flick-screens are full of odd-looking and utterly deadly foes, which add a nice - if occasionally frustrating – element to the game.

In all, *Kid Gloves* boasts over 100 screens, and breaking these up are a series of ladders, ropes, platforms and – most

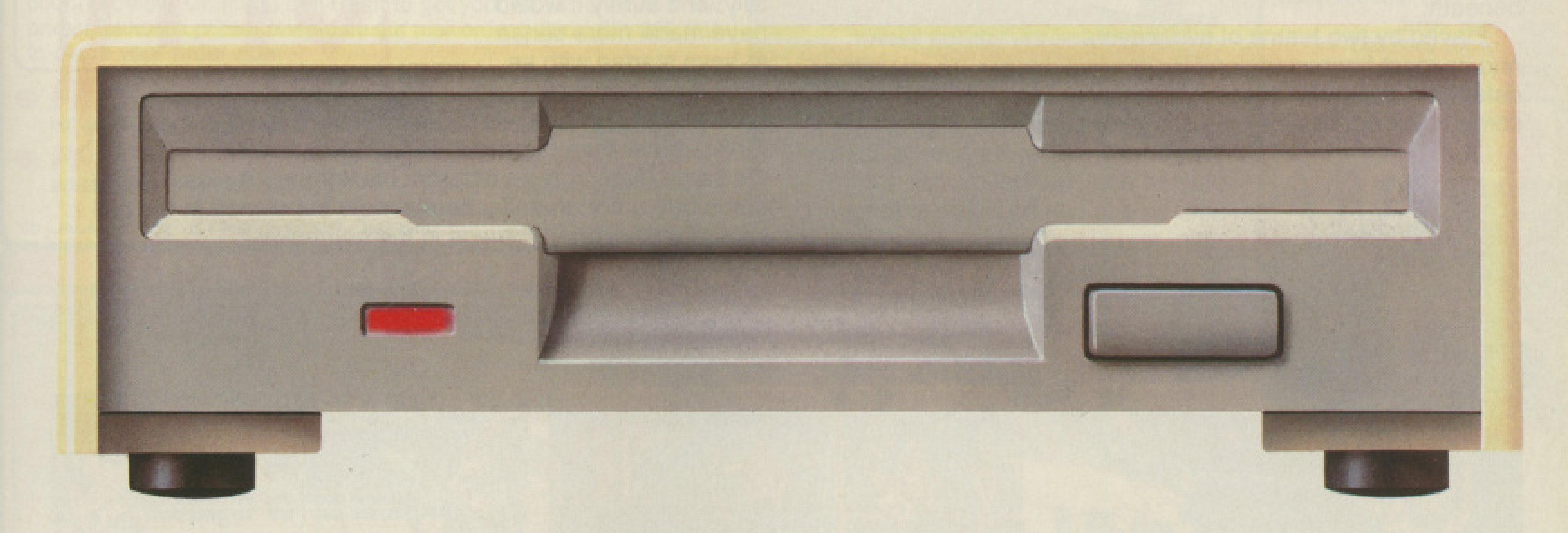




importantly of all – shops, from which the player can buy extra weaponry from a shopkeeper who sounds rather similar to our ex-PM - the infamous Iron lady! Although *Kid* is an enjoyable game, it doesn't really have the staying power to keep the player returning. However, whilst this was fairly unforgivable as a full-price title, its faults don't seem to bad, second time round. Hardly the most inspirational of platformers, but still worth a look if that tenner is burning a hole in your pocket.

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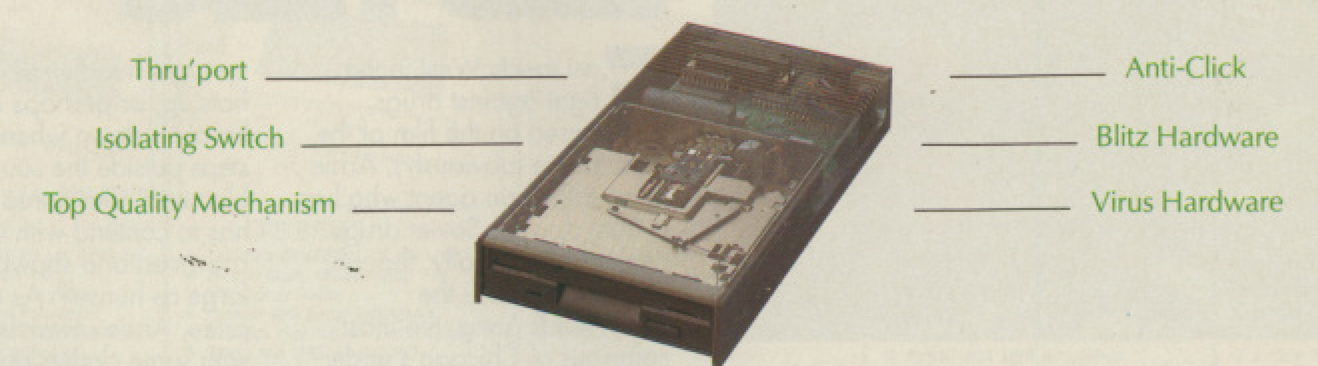
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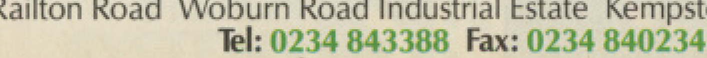
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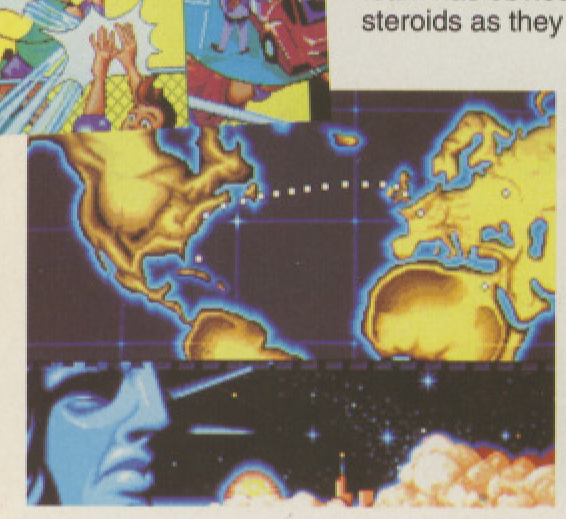
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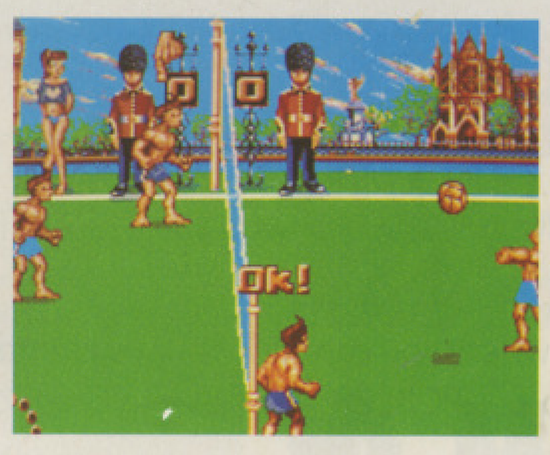
BEACH VOLLEY

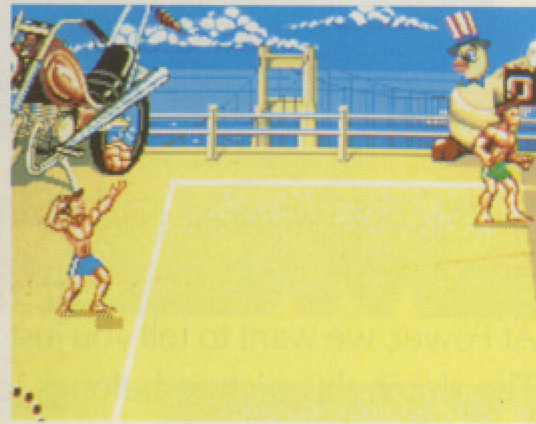
Released to rave reviews towards the end of 1989, *Beach Volley* must surely rate as one of the most over-hyped games ever. It's easy to see why it won a legion of fans, as it is one of the best-looking sports sims ever to grace the Amiga. But, strip away this flash facade and clever between-level sequences, and there is a decidedly dull game cowering beneath.

Played by two teams of two players, a tour of the World and its most famous regions is promised should the player defeat the opponent in each. Starting in England (and welcomed by a dodgy Cockney sample), the player is given control over his or her two on-screen players and, via the joystick, this athletic duo can be made to leap, dive, and slam the ball. Unfortunately, though, the opposing team has obviously been taking steroids as they perform with such speed that the novice contestant will be thrashed repeatedly with very little hope of scoring themselves. This initial difficulty is, to be blunt, silly, and surely it would have made more sense to have started with an easy team and progressed through the ranks, rather than playing the same team against different backdrops? A nice-looking game but, unfortunately, there's more substance in the ball being punched than there is in the gameplay.

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RED HEAT



East meets West in the fight against drugs. Based on the film of the same name (obviously), Arnie plays a Russian agent who has to hunt down a Soviet drugs dealer. Additionally, though, he must also face the Cleanheads gang, the most nefarious of Chicago's underworld. There are four levels of action, including a series of very strange settings. The Russian sauna level has Arnie punching out various men clad in only a handkerchief to hide his modesty. The mountain of muscle has his work cut out for him as not only has he to contend with several opponents at once, but there are also falling rocks in the building – but don't ask me why! The gameplay has a fairly high difficulty level. We all know how tough Arnie is, but can he really beat up eight hoodlums? The action hots up, or perhaps it should be cools down when Arnold steps outside the sauna into a blizzard? Our intrepid hero has to contend with vicious snowmen and snowballs as large as himself. As a fitting prize, Arnie rewards himself with some clothes and a gun. Suitably appareled, he sets out for Chicago to teach those naughty drug barons a lesson. The graphics in *Red Heat* have an effective cinematic feel, with the action scrolling along at a pacy rate. Swarzenegger looks as muscle clad as he does in his films, so everybody should be happy. Not much brain work needed here, just strike first and ask questions later. *Red Heat* will appeal to those looking for a beat 'em up with a mean right hook, but not much else.

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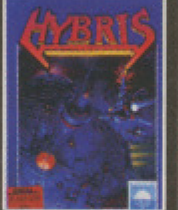
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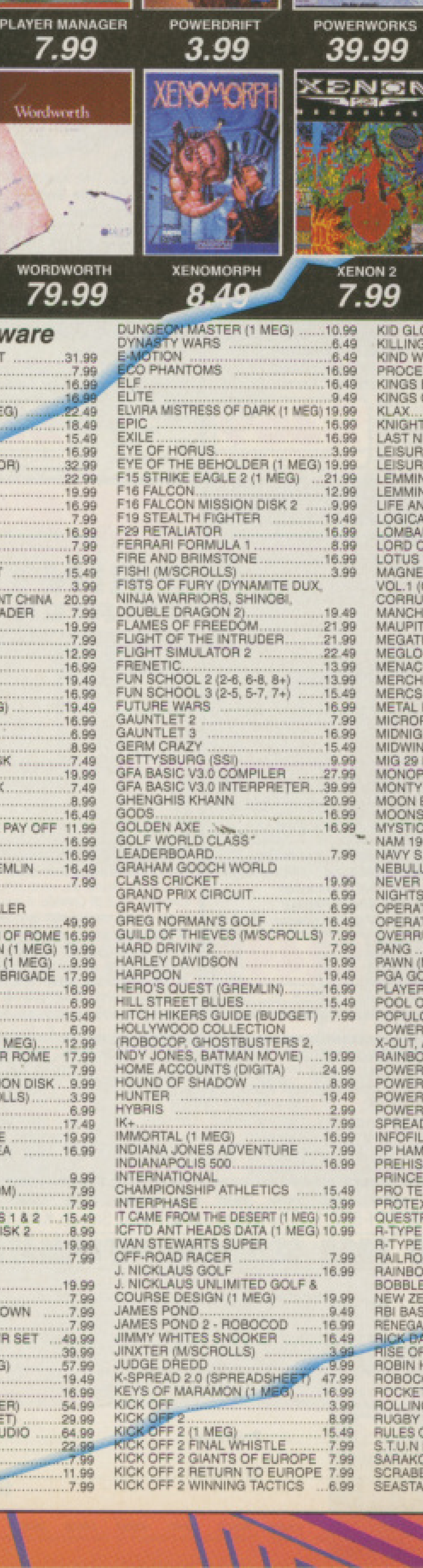
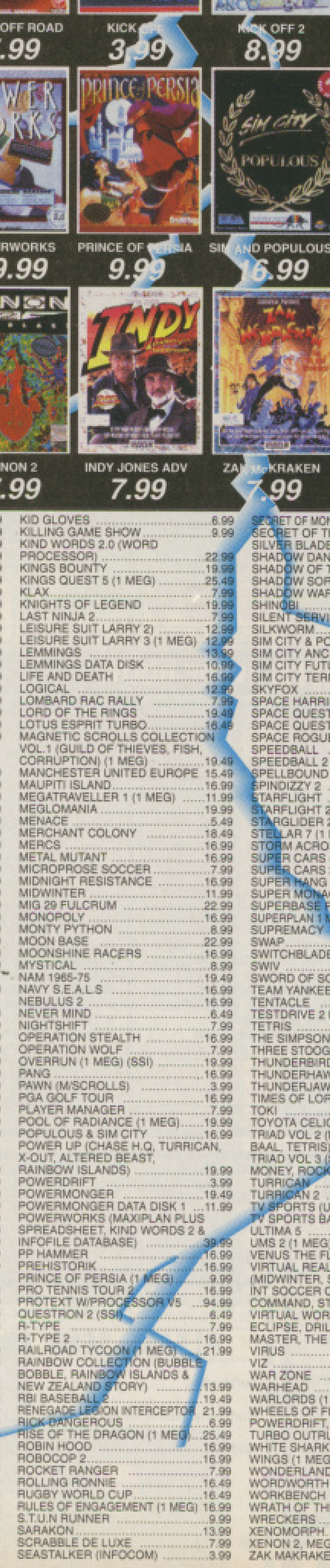
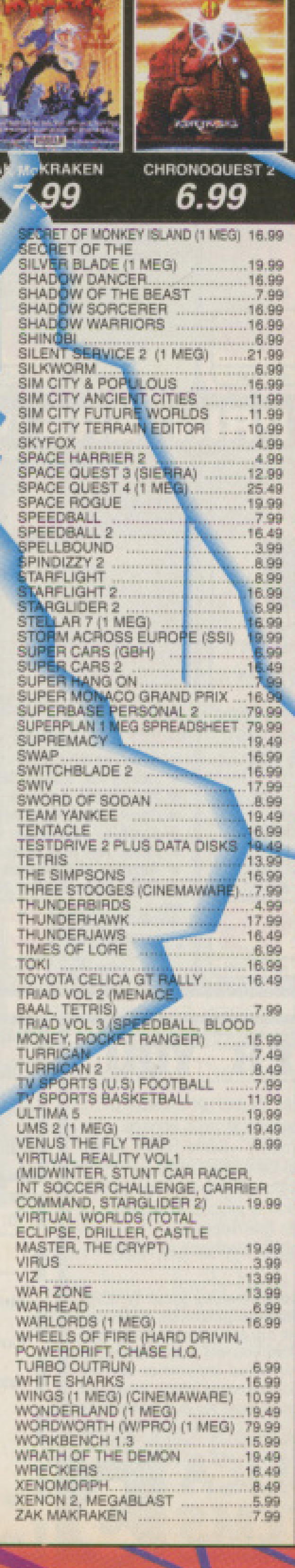




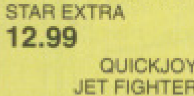
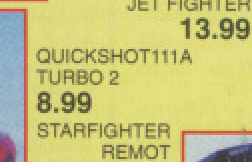

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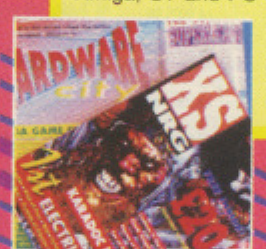
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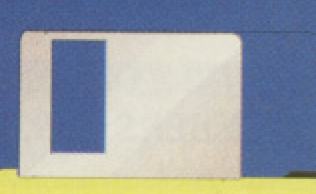
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PEOPLE POWER

The key factor to success in *Mega-lo-Mania* is people. Without a solid base new weapons take longer to build and your attacks will be weak. Don't commit more than a third of your men to any island and give priority to the creation of weapons. On the lower epochs it pays to start off small, as these weapons can be created from natural resources such as rocks, wood and bones.

Next you should look at fortifying your buildings. Again, start small with very basic defences. Occasionally you'll start off in an area which is high in elements. If this is the case, mining will provide you with enough resources to make a significant technical leap over your adversaries. If your castle isn't located in the best of areas create some basic weapons and concentrate on boosting your population so you can overwhelm your enemies. Mine as much as you can as fast as possible to build up reserves.

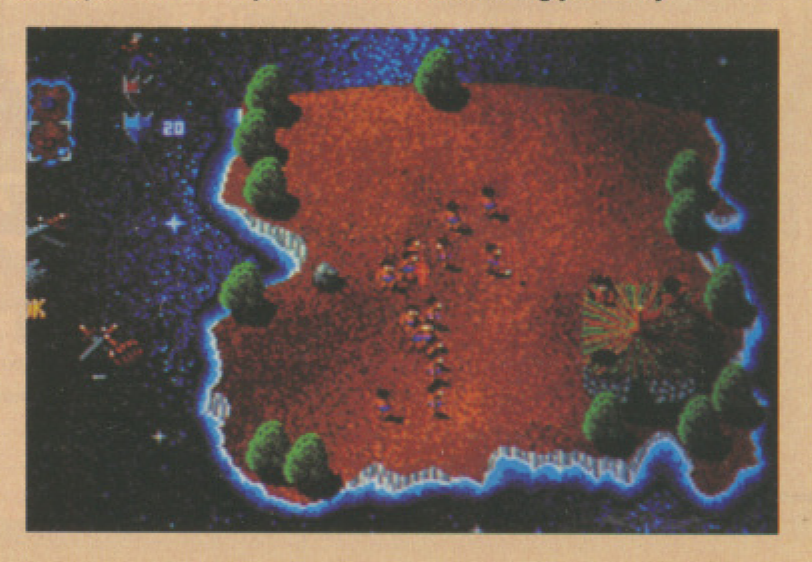
ADVANCED WEAPONS

Cannons, catapults, and planes make a huge difference to your war effort, unfortunately they're a bit heavy on elements. Biplanes are a novelty at first, but are no good for attacking machine gun or bazooka emplacements. Concentrate your war efforts on cannons, catapults and, if applicable, bows and arrows. No matter how efficient your mines are you'll never have enough elements to make too many heavy weapons, with a

Get your priorities right! You don't stand a chance of winning unless you equip them with weapons. The first few epochs are simple as there is an ample supply of wood and bone.



If a battle is going badly, try making an alliance with the attacking force! this is the best way to get out of a tricky situations. If you do save yourself this way, concentrate on rebuilding your army.





Modern weapons require vast amounts of elements to them. If you want to win you have to budget well as a castle without elements is no good to anyone.

good supply of bowmen backing up your artillery you should have no trouble taking apart large numbers of men. Jet aircraft are fantastic. If you can create these make as many as possible. Use your jets to retard your enemies progress. By wiping out his mines and and factories you set him back quite a bit, keep doing this to every players sector until you have an army large enough to wipe them out with a ground assault.

A well-protected castle shouldn't need repairing, but it pays to build a few shields just in case. Once nuclear weapons come into the game you can forget repairing your fort, if one of these lands in your sector you can kiss everything goodbye.

WEAPONS OF MASS DESTRUCTION

OK, you've got nukes, SDI and flying saucers, whatever you do don't hit the accelerated time button. At this point in the game the race is on to see who can build a nuke and fire it first. You can go hell-for-leather creating a nuclear device, but your liable to wind up with someone else's landing in your backyard before you can launch yours. Dedicate as many men as possible to building SDI systems. This will buy you enough time to build saucers and nuclear devices. A sector which is protected by SDI will be almost impervious to nuclear attacks. Get around this by launching a saucer attack and, if possible, a ground attack.

PACTS

No matter what your position, it's always worth having an ally. Try to make friends with your nearest opponent, as other armies may have to go through them to attack you. Don't forget that you can't build new castles while you're allied to someone. Keep an eye on the shield icons once you're allied, if your partner decides to do a dirty and attack it's your only warning.

BUILDING

Expansion is a good way of slowing up an enemy invasion. Once you have enough men, create a squad of twenty, and make them build castles in the sectors around your castle as this will slow most assaults. To create a castle and get it up and running, you'll need roughly thirty men. New castles take a long time to set up, so it's best to expand like this on large islands only. Small islands can usually be won with just one well-established fort.

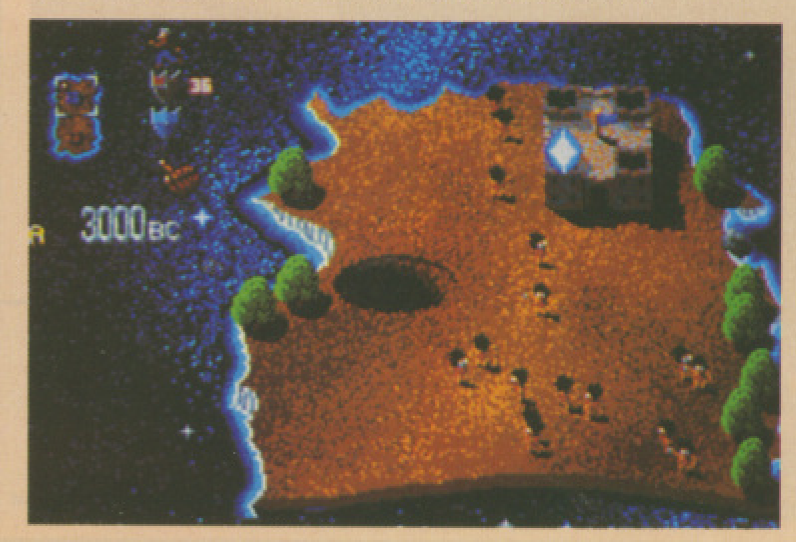
MINING

Mines only contain a limited amount of elements, so spend your resources wisely. A few high-powered weapons are a lot better than lots of weak ones, so concentrate on building these. Some elements are essential for producing hi-tech weapons such as nukes and SDI, so budget carefully and try not to over-produce. Some areas are only capable of producing certain elements, which limits your production capability. If this is the case move to an adjacent sector and build a new castle there.

THE FINAL STAGES

The last few Epochs are a free for all. Aim to create alliances and advance your tech level ASAP. Forget planning, this is an all-out arms race. First and foremost you need to build a mine. Once you've got one divide your work-force between mining and building a lab, then concentrate on developing weapons. Some elements aren't needed for some weapons, so don't waste men mining them. There are no tactics for the Mother Of Battles, just cross your fingers and pile in, or let the computer players massacre each other first.

Some places are no good for establishing bases. You need somewhere with a good supply of minerals. It's often worth packing up your entire population and moving them to a new location.



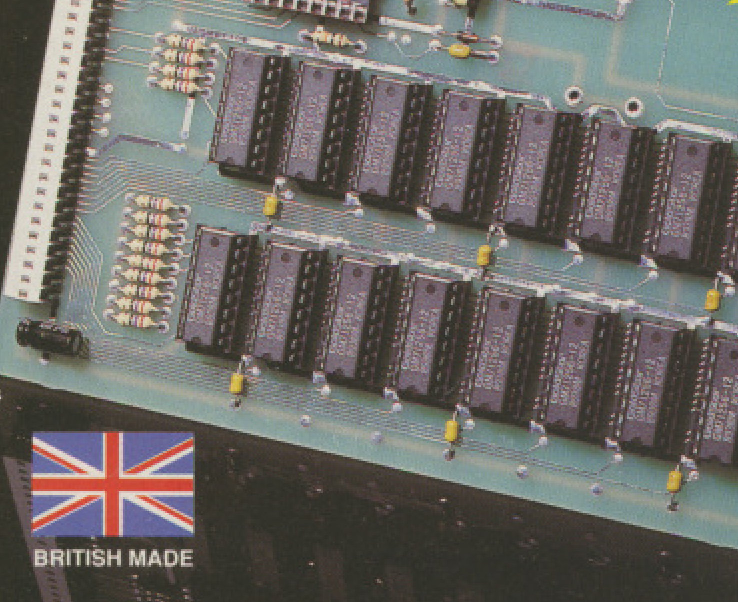
Using the accelerated time option can be risky, as the computer players seem to progress much faster then you can. Save as many men as possible on the ninth epoch for the mother of battles on level 10.



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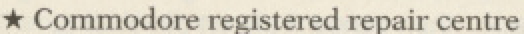
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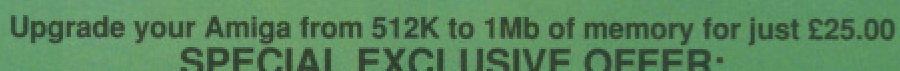
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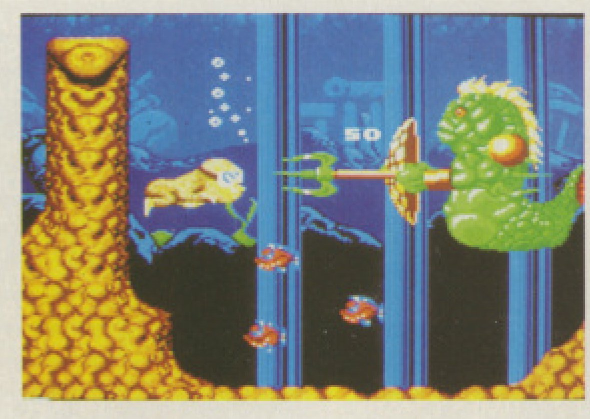
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PLAY TO WIN SHORTS

Once again, we're here to bring you as many tips and cheats on all the latest games, ranging from *PP Hammer* to those well 'ard *Navy Seals*...

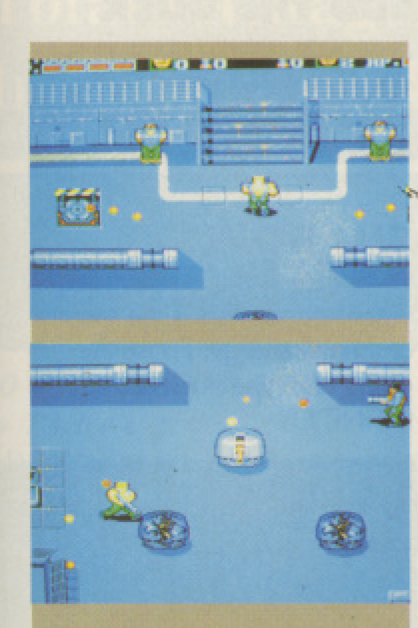




TOKI If you want to quit monkeying around and get to where the action is, try this. While playing, type in KILLER. The screen should flash. Now use F1 to F6 to skip levels. Alternatively you could try pressing escape then typing POORTOKI on the intro screen. Start the game, then go back to the intro screen and use the function keys to skip levels. Finally, if all these fail, type in TOKIBUNGIEWASHER (without spaces). The screen should flash, if it doesn't try again. You should be able to skip levels with the F-keys.
James Hewitson, Bradford & Craig Aranjo, London

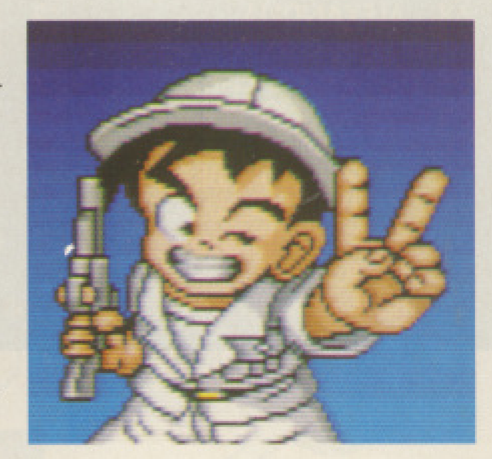
METAL MASTERS
A chainsaw to the guts followed by a mallet to the head is bad news. If the battle's going badly, press F4 to freeze your opponent.
Richard Showell, Essex

CJ'S ELEPHANT ANTICS
On the title screen type in ITCHY A***HOLES (you need to be creative with the asterisks) to get infinite energy.



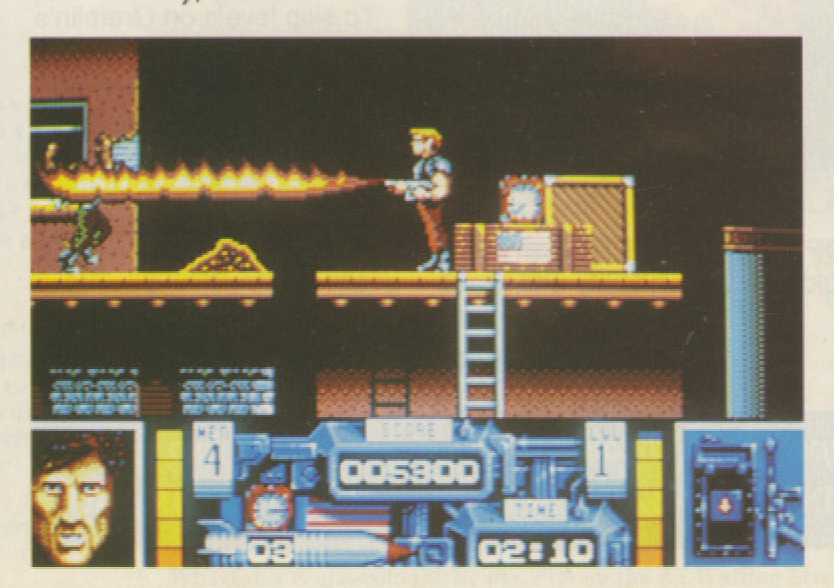
WARZONE
Hardness is everything in Core's *Warzone*. To get infinite lives press F1, F2 and F3 one after the other on the title screen.
Gavin Short, Peterborough

PANG Load the game then select the normal difficulty level. When the screen with the aeroplane comes up type in WHAT A NICE CHEAT as quickly as possible, ie. within 10 seconds. You can now move to any destination.
Caragh King



TEST DRIVE 2 To keep abreast of your turbo charged, fuel-injected rival, type in GRASS repeatedly. This should transport you and your car to the nearest gas station. If teleportation isn't your scene, type in AERTH to get better acceleration.
Chris Reed, Wakefield
Bjorn van Veldhoven, Belgium

NAVY SEALS To help Charlie Sheen and Michael Biehn in Ocean's 'kill the commies' film licence, type in PSBOYS. This gives you infinite credits.
Colin McGinley, France



PP HAMMER
Don't fret if the beasties have got you cornered. Catch up with them on a later level by using these codes.

1	None needed
17	HTIGDWFC
33	WHIWJRDI
49	UCFWHFG
2	BAFBFDWS
18	WSFFFVAB
34	DGCBDJCH
50	FBDAJEBU
3	AWVAWCVR
19	ARVIAUWA
35	WFWIFIVG
51	TWTADCIT
4	IVASABAJR
20	IISICSRA
36	SDIIWGFG
52	EVJAFBDT
5	ITDWRWAJ
21	IHEHTRAW
37	VCFHCFAF
53	TUBWWACS
6	ASAWTVSJ
22	AGBHVJSW
38	CBVHTEWF
54	ETVWAWUS
7	BJJVHTRI
23	AESCIHJV
39	UWSGVCRE
55	URICSUER
8	JIGUJSFH
24	UDEBRGAU
40	JVEFIBBD
56	FJFBUTWJ
9	JHWVDRTH
25	WCBBJFSU
41	UUBFRATD
57	UIVBHSVJ
10	BFUSFIIG
26	DARDDDRT
42	BSRSDVSC
58	FGSEJJJI
11	BEGTWHHF
27	VWHEFCFS
43	VRHTTGUGB
59	UFEEDIAH
12	JDDTBGCF
28	RVAUWBTS
44	RJATATUB
60	FEBEFHSH
13	IBTJTEJE
29	VTTUAWHR
45	VHUJCRIA
61	TCRFAFSG
14	AAJJVDEE
30	CSFURVGR
46	CGJTJHA
62	EBHFCEGG
15	WWCRICDD
31	WRCVUUBJ
47	VFDRVIBW
63	TAAGTDUF
16	HVWHRBVC
32	SUSWGSII
48	RDTWUGHV

S Maguire, Sunderland

LOGICAL

If you're like Dan Slingsby and can't get past the first level, try these level codes which have been imported all the way from Denmark.

1 WELCOME
46 HE IS MISSING
91 SHE COMPARES
2 THE OTHER SIDE
47 PICKNICK TIME
92 BIG MOUNTAINS
3 QUADRI QUADRA
48 WHO IS CALLING
93 TOMORROW
4 STONE ROAD
49 ANCIENT ART
94 TELEPORTER JAM
5 NICE COLORS
50 SHE IS GONE
95 LEVER SUNLIGHT
6 MORE COLORS
51 LOGISTIC
96 NEW EXODUS
7 REAL FUN
52 TURNING COLORS
97 THE PEACEPIPE
8 PINK AND PINK
53 PARAMOUNT
98 FINAL SURPRISE
9 GREEN PATH
54 THE LADDER
99 WHITE MIAMI
10 BAD DIRECTION
55 BACK IN RED
11 DONT PANIC
56 TREASURE ROOM
12 COLORMANIA
57 DONT WANT THAT THE EDITOR
13 REFRESHMENT
58 FREE FALL
100 THE FINAL CUT
14 FULL MOON
59 CORRADO BEACH
15 RUNNING BALLS
60 MORE POPCORN
16 GREEN RIVER
61 WILD AT HEART
17 TWO ISLANDS
62 THE DARK AGE
18 MORE ISLANDS
63 DIMLIGHTS
19 TIMES CHANGES
64 THE FIFTIES
20 OTHER THINGS
65 PICTURE OF HER
21 BE HONEST
66 GORDIAN KNOT
22 BLUE N VIOLET
67 HIGH SPEED
23 THREE PATHS
68 ALEXANDRIA
24 DANGEROUS
69 RUNNING TEARS
25 THE WANDERER
70 HER RAINBOW
26 SECRET CHAMBER
71 WALK IN CREAM
27 FALCONS FLIGHT
72 TOUCH HER
28 BLUE ANGEL
73 SHADOWLAND
29 FAR THUNDER
74 JACK IN BAG
30 A SIMPLE ONE
75 VITAMIN C
31 BLUE VELVET
76 STUNT BALL
32 PARADISE I
77 MIRRORLAND
33 CLASSIC ART
78 ACE QUEST
34 VENI VIDI VICI
79 BOA BOA BOA
35 WE LIKE IT
80 DA DA DA
36 FOREVER HERE
81 HAUNTED HOUSE
37 WONDERLAND
82 THE SECRETS
38 THE SNARE
83 SMILING JOKE
39 CURE IT
84 CHILDREN GO
40 SUN IS SHINING
85 IT IS ATLANTIS
41 A RAINBOW
86 ON THE ROAD
42 ARROW ROAD
87 BLUE IS FIRST
43 TURING WHEELS
88 WOLFS MOON
44 ACCELERATION
89 WILD CHINA
45 THE PRESIDENT
90 ITS LOGICAL

Jacob Gemzoe, Denmark



LINE OF FIRE Type in OPERATION FERRET on the control options screen. You should now be invincible and pressing 0-9 allows you skip levels
John Anderson, Ayrshire

CAR-VUP

If this amazing game is driving you crazy try entering your name as R. J. TOONE on the high-score table to get infinite lives.
Timothy, John, William, Daly, Merseyside

SWITCHBLADE 2

To skip levels on Gremlin's sharp shoot 'em up type in LEVEL on the title screen followed by the number of the level you want to start. Entering CHROME on the same screen brings up a hidden sub-game.
George Watson



CHUCK ROCK

On the title screen type in one of the following for infinite energy:
FAST AINT THE WORD
UNCLE SAMS
LIFE IS MY DREAM
SHE LOVES CLEANING WINDOWS
ITS FAIRY BOWBELZ
Coling McGinley, Paris

BEAST BUSTERS

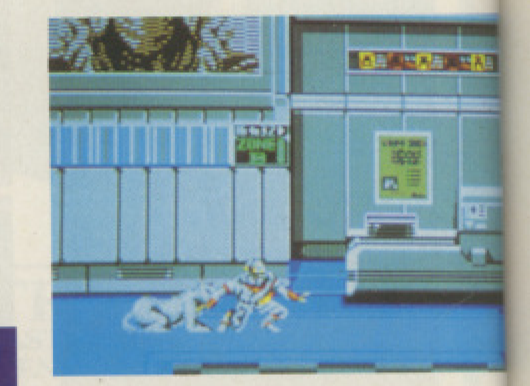
If you pause the game you can still move the cursor around. Place the crosshairs over a zombie, hold down the fire button, then unpause and scratch the zombie. You can keep doing this throughout the game.
J Dowie, Muswell Hill

EDD THE DUCK

A none to difficult cheat for an easy-to-master game. Simply hit the left mouse button to skip levels.

SHADOW DANCER

Grasshopper, this is the secret of infinite energy. Pause the game and type in GIVE ME INFINITY.



If you have any pokes, tips, hacks, cheats or solutions, send them into us at:
Play To Win (Dirty Tricks Dept.) 30-32 Farringdon Lane, London, EC1R 3AU

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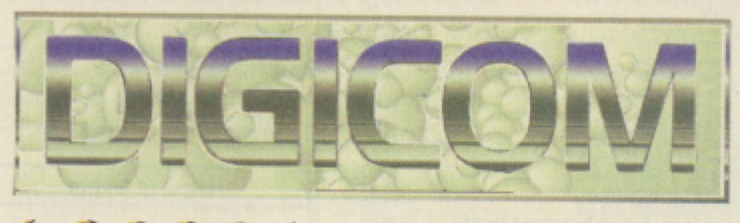
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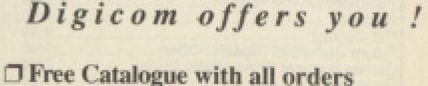
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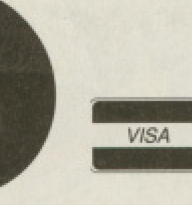
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HELPLINE

ENQUIRIES

PLAYER MANAGER
Has anyone got a cheat that will give me more cash? I always start well but after a while my team starts falling apart and I don't have enough money to rebuild it.
M Pain, Q1

IT CAME FROM THE DESERT
I am worse than useless at this game and really need some help. Can someone tell me where the Queen Ant's nest is? I'm really wound up.
Johnny Morris, Q2

MIXED BAG
Does anyone have any cheats for *Chase HQ, Rainbow Islands, Midnight Resistance, Escape from the Planet Of The Robot Monsters* and *Continental Circus*? Anything will do for any of these games.
Chris Stainer, Q3

F-15 II
This flight sim is one of the toughest I've played. Any help or cheats for the later levels would be extremely well-received.
Barry Pew, Q4

XENON 2
Has anyone got a cheat for infinite energy, money or lives? I'm stuck on the third level.
Tim Anon, Q13

FANTASY WORLD DIZZY
I've been trying to find a cheat for ages. Does anybody know where the walking stick is? I need it to open the boarded-up well.
William Millinship, Q5

KILLING CLOUD
Where is the explosive device on level five? I can't find it within the time-limit.
K Coxhead, Q6

DAYS OF THUNDER
Is there a cheat for this game? I'm stuck on the Talladega track. I would love to complete this game as I don't think it's as bad as everyone makes out.
Andrew Rawson, Q7

BLOOD MONEY
Please help! I can nearly complete the first stage, but I can't quite reach the end. I've tried all the known hacks but they don't seem to work. Has anybody got a cheat?
Khierg Ly, Q8

CRIME DOES NOT PAY
Help! Does anyone have a cheat for this game? Anything will do as I can't get anywhere.
Jason Swan, Q9

ATOMIC ROBOKID
Has anyone out there got a cheat for *Atomic Robokid*? I keep getting killed in battle mode.
Simon Crockard, Q10

VOODOO NIGHTMARE
I have completed the first temple and all the 'tasks', such as reuniting the lion cub with its mother and saving the native, but I can't get any further. I can find two other temples, but I get stuck behind an elephant in one and the other is pitch black. What on Earth am I doing wrong?
A C Bernascone, Q11

TIME MACHINE
Please could somone send in some help for this game as I can't get out of the first time zone?
Mr D Allen, Q12

TIME
My friend and I have been trying to complete this game for some months now, but we aren't doing very well. Can anyone out there please tell me how to stop the Mekanoids from replicating and mutating? How do you get the nurse to give you an injection?
Brian Buckly, Q13

BAAL
I don't know where to go in level one. Can someone supply me with maps or tips to guide me to level two?
Jogchem Huizinga, Q14

RESPONSES

SHADOW WARRIORS (P1)
If you're all thumbs and no fingers, this could cause you a few problems. Hold down CTRL, J, ESC, 5, (on the keypad, press F2, right ALT, V and ENTER [not return] keys). The border should flash to let you know that the cheat is active. Now press numbers one or two to increase the respective player's energy, HELP to skip levels, Q for invincibility.
Jim McNeill, York

ZOMBI (P2)
Go right from level two's balcony, down three levels and left into the security room. This is where the keys are.
Jim McNeill, York

INDIANA JONES AND THE LAST CRUSADE (P6)
Type IEHOVAH on the title screen, which will then change colour briefly to indicate that the cheat is active.
Jim McNeill, York

TOKI (P7)
Before a level begins find the name of the end-of-level baddy from the text and ➤

HELPLINE

type it in to get infinite credits.
Jim Mcneill, York

DRAGON'S LAIR (P10)

Hold down ESC, right and left cursor keys, N, 7, and hit the firebutton on the intro screen. This will run the game from start to finish, giving you a clue as to how to complete certain levels.
Jim McNeill, York

SWITCHBLADE (P14)

I haven't got a poke for infinite lives, but I do have one to skip levels. Type in POOKY during the game or on the intro screen to call up a cheat screen similar to the one in *Rick Dangerous 2.*
Jim McNeill, York

THE SECRET OF MONKEY ISLAND (P16)

To get to the island, climb the ladder to the crows nest and pick up the Jolly Roger. Go down the hatch then go through the next one which is on the left. This should take you to the hold. Pick up the big piece of rope, open the chest, and get the wine. Take the kegs and get a handful of gunpowder. Go to the galley and take the pot. Open the cupboard and take the cereal. Take the key that appears. Go to the cabin and take the ink, then open the cabinet with your newly-acquired key. Get the cinnamon sticks and the recipe. Return to the galley, put the cinnamon, breathmints, Jolly Roger, ink, wine, rubber chicken, gunpowder and cereal into the pot. When you regain consciousness burn the business card which Stan gave you, in the fire under the pot. Get some more gunpowder and go back to the deck. Put the powder in the nozzle of the cannon and use the rope as a fuse. Light the fuse with the burning business card, put the pot on your head and climb into the cannon.
Jim McNeill, York

TURRICAN (P17)

Go to the bottom-right of the level. You should now be by a cliff. Keep going down and right until you reach a hole, then jump down to meet the end-of-level guardian.
Jim McNeill, York

LEISURE SUIT LARRY (P18)

Turn on the bedroom radio and write down the number of the wine delivery service. Leave the casino and take a taxi to the store. Use the phone on the lamp post to ring the delivery number and order some wine. When asked for a destination just say 'Honeymoon Suite'. When you return to the casino the wine will be there.
Jim McNeill, York

DEUTEROS (P19)

If you've played *Millennium 2.2* you might have worked out what to do. You have to equip three or four IOS ships with three tool pods and a grapple, which must be researched and built. The IOS icons will then change on the master control screen. Go to one of their cockpits and click on a tool pod icon to activate the grapples. Select advance time until you come across a silver or platinum asteroid, then click on the closed fist icon. When all the pods on all the ships are full, bring them back to base. Click on the pods to retrieve the metals. When you've amassed enough platinum and silver you can start building Asteroid Mining Attachments, which require two supply pods and one pod which contains the AMA. Mining is easier than using the grapple, but only effective on asteroids in excess of 5000 tons. The only minerals you'll really need are silver, platinum, silica and paladium. Colonies and resource stations are needed to mine minerals from the ground. An Auto Operations Computer will save you from having to ship personnel to orbiting factories. Incidentally, the only moons that are worth colonising are Titan, Leda, Ganymede and Phoebos. Set up routes to ship minerals that aren't available on Earth.
Jim McNeill, York

TEENAGE MUTANT NINJA TURTLES (P22)

When asked for the security code, type in 8859 and 1506 for the second attempt. Type in the correct code on the third go. You can now press help to get infinite lives.
Sandeep Brar, Hounslow

FULL CONTACT (P30)

Start the game in one player mode and type in QAZWXEDCRFVTGBYHNUJM. Your opponent should give up and die before you complete the sequence. Once you've done this, don't press the S key as this will crash the game.
Sandeep Brar, Hounslow

NARC (P31)

Walk right at the start of the game until you reach the first bin. Kneel down and keep shooting until it turns blue. You should now have infinite lives.

HOW TO USE THE HELPLINE

IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to : **Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

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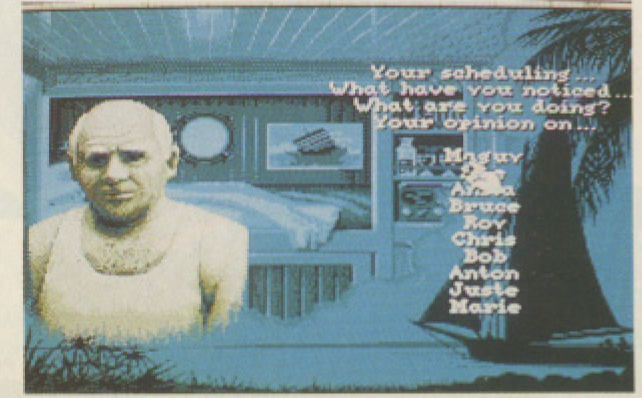
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HELPLINE

a d v e n t u r e

Welcome to what surely must rate as the most useful aid to trapped adventurers in any mag. This month's column is fair bustling with all the latest news and stories, and is backed up by the ever-useful Helpline where your questions are answered. So, if you are trapped by a demon or stuck behind a locked door, drop us a scroll...

N E W S

BLACK CRYPT

In the beginning there was only darkness and table-top role-playing games. And the Lord said: 'Sheesh, this is boring!'

Unfortunately, no-one did anything about it, so we all had to sit around for a few million years until one monkey, who was a little cleverer than the others, invented the Amiga (to be fair there was an earlier attempt called the Atari ST, but that was a failure). And the Lord said: 'So far so good, but what about those guys in the anoraks and the table-top games?'. Well, it took a few more years, but finally *Dungeon Master* arrived (hallelujah!), and in quick succession we then got *Chaos Strikes Back*, *Captive* and *Eye of The Beholder* (Although in the case of *Chaos*, the word 'quick' is relative). And the Lord said: 'I like it, but now what?'. To answer that toughie, Electronic Arts climbed every mountain and forded every stream until at last they found *Black Crypt*. 'Draw near and listen unto me', they cried. 'The meek may inherit the earth, but only the meanest "sons of bitches" will stand a chance with this game.'

I have played with this fantastic *Dungeon Master* lookalike, and I was gripped instantly. The game looks like *DM*, but the graphics are much better. Remember those great fireballs which flew through the air and exploded so satisfyingly in a flash of fire and smoke? We were spoiled rotten from that day onwards. After that, any game which couldn't match it seemed dull (eg *Bloodwych*) Well, the animated spells from *Black Crypt* are just about to set the new standard. These spells not only 'fly and flash', but are beautifully animated – just wait until you see the Swarm of Killer Bees spell! The game has been produced by a group of graphic designers who have taken great care over the artwork and the results look spectacular. The ornate doors and carved stone columns are really impressive. Unfortunately, I couldn't get a screenshot for you, as Electronic Arts would only let me glimpse the game through a keyhole, but as soon as I can, you'll see it. The game is set for a January release and I'm taking bets that it will be a tremendous success and top the software charts.



The animated monsters of *Dungeon Master* brought real-time action to RPGs and things have never been the same since.



Mindscape's *Captive* shot up the charts, and won over a legion of fans. The puzzles are thinner on the ground than Mirrorsoft's *Dungeon Master*, but it plays at a very fast pace.

It's taken a long time for the software houses to finally get their act together and produce real-time, animated RPGs, but at last there are several waiting in the wings. Mindscape's successor to *Captive* is called *Knightmare* and it will be released within the next few weeks. *Eye of The Beholder II* from SSI is being programmed for an early 1992 release and *Might and Magic III* from U.S. Gold is also ready to storm in from the States. Whatever else happens in the Amiga gaming world this winter, its going to be a monster-bashing time for everyone.

STAR TREK

Guess what? It's Captain Kirk's Silver Anniversary. Yessir, it's twenty-five years since the USS Enterprise first went boldly into the unknown. It seems like only yesterday that the crew first began spiralling helplessly out of control towards the sun while Scottie wrestled with his last Dilithium Crystal. To celebrate this auspicious occasion, Electronic Arts are promising us a Christmas release for *Star Trek: The 25th Anniversary.* If you are a secret Trekkie you'll be excited to know that this game will feature a 3D flight simulator which will give you the opportunity to get to grips with the Klingons and Romulans. All the standard hardware will be available (ie phasers and photon torpedoes) for you to use via a point 'n' click interface. The game will have bits taken from various TV episodes, cross-connected with fourteen plot-lines to form a truly authentic Star Trek RPG. My favourite character is the guy I call 'Kleenex'. He's the unknown guy in the red shirt who always teleports down to the planet with Kirk – and you just know he's disposable! Star Trek games have been around since Noah first played with an abacus and there have been some notable flops, but this time we are in the capable hands of the Interplay company and I can tell you that this game is light years ahead of any other Trek game you have ever seen.

THE SECRET OF THE SILVER BLADES

US Gold continue to delight RPG fans everywhere with this latest release in the Advanced Dungeons and Dragons series. *The Secret of the Silver Blades* is a semi-linear adventure. There are certain objects that need to be found before you can proceed to the next part of the game, but most of the missions in the game can be completed in any order. There is a preferred order though, since the battles



get progressively tougher as you get closer to the end. The game has a built-in hint book, and if you feed 100 gems to the Well of Knowledge, you'll get a hint or even an outright answer in some cases. There are two basic types of mazes in this game: 'huge' and the more normal 16x16 mazes. The map co-ordinates are always shown in this game, but in the huge mazes, they are occasionally wrong due to an error in the 'X' coordinate. There are several new monsters of note. The nastiest is the Iron Golem. These are immune to most magic, and magic missiles and fireballs will actually heal them! The only way to fight them off is to first use lightning to slow them down and then hack them to pieces. A word of warning, however: only magic weapons +3 or better will harm them. The Remorhaz automatically kill your characters if they succeed in an attack; Umber Hulks have a gaze that is equivalent to a Confusion spell, but a Dispel Magic will restore your characters.

Start the game in the house of the Mayor of New Verdigris where your first mission is to free the Well of Knowledge from whoever, or whatever, has captured it. There is a teleporter (3,0) in the Mayor's house that will take you directly to the Well maze. The first order of business is to explore the town of New Verdigris. You need to locate the important places, such as the Armoury, Vault, Training Hall, Magic Shop, Bar, and Temple. The exit from town is at (15,8) and it leads to the ruins of old Verdigris. In addition, one of the private residences (3,9) has an old man who will give you a Scroll of Protection from Dragon's Breath. You may need it for the last Well battle.

My final tip is that you should buy mirrors for everyone, as you will need them for the Basilisks and Medusa. The cute Yellow Canary does what you expect it to do in the mines, but it is useless. If you want to explore the mines fully, you will have to pass through the poison air pockets and take the hits anyway.

INPUT

SPACE QUEST II

Maureen Linsel of Beccles in Sussex is on the edge of committing suicide. She is stuck at the edge of the swamp in Sierra's *Space Quest II*. Each time she tries to cross the water a great snaggle-toothed monster eats her. The solution to this problem is to be found growing on a bush in a nearby screen. Behind the tentacled plant is a load of red berries which taste disgusting. Instead of eating the poisonous berries you should pick them and rub them on your body. If you were a Good Samaritan earlier, and saved the little alien hanging from a vine, you might see him again by the edge of the swamp rubbing berries on his body. Remember folks, if you want monsters to leave you alone, use the berries to make your arm-pits your charm-pits!

MONKEY ISLAND

Blundering around on Lucasfilm's *Monkey Island* is Stan Wilson of Leeds. He has blown up the dam, got the oars and been to the village. Having given bananas to the monkey he was kidnapped by cannibals but he can't find a way to get the Banana Picker. *The Secret of Monkey Island* is a great game (probably one of the best graphic adventures available for the Amiga), and the problem of the Banana Picker is the one thing which trips up most players. Once you have been caught by the Cannibals and tossed into the hut, you can escape by picking up the loose board in the floor, but you can't take the Banana Picker with you. Instead take the rowboat back to the south-west beach, enter the Monkey Head and give all the bananas to the monkey you find inside. Now find the totem pole and look at the top of it. Pull the nose, then return to the Monkey Head and find the little idol. If you now return to the village with the idol the natives will treat you with the respect due to the worthy adventurer and you'll find that the Banana Picker will be yours for the taking.

TREASURE ISLAND

Feeling dizzy? Ed Bennet from Stafford has a head which is spinning because he invested in *Treasure Island Dizzy* and is all at sea. Having finally found the snorkel he returned to the starting screen and went Right into the water.

A few screens further on and you'll find a scroll which has a crowbar next to it. Now comes the tricky part. If you attempt to pick up the crowbar you are forced to drop something else. If you carry on moving to the right you will be killed by a big fish – and it's curtains for you.

Here is what you should do if you're having similar problems:- GO INTO THE SEA – PICK UP THE COIN – WALK RIGHT – WAIT UNTIL THE FISH IS OUT OF THE WAY – CONTINUE WALKING RIGHT (DON'T STOP UNTIL YOU ARE PAST THE JELLYFISH!) – GO RIGHT TO THE WRECKED SHIP UNTIL YOU CAN GO NO FURTHER – JUMP LEFT TWICE – PICK UP THE COIN – JUMP RIGHT – JUMP OVER THE CRAB – WALK RIGHT UNTIL YOU GET NEXT TO THE CROWBAR – PICK UP THE CROWBAR – STAND IN FRONT OF THE SCROLL – JUMP UP (TO LAND IN THE ISLAND IN THE SKY). No, I don't know where the Land in the Sky came from either. Maybe it's Munchkin Land?

POLICE QUEST II

If you haven't got Sky TV then you can't watch Hill Street Blues, but you can buy *Police Quest II* from Sierra. John Howard in Canterbury did just that, but now he's wondering if he did the right thing. John has arrived at the Smugglers Inn to arrest the escaped convict Bains, but each time he smashes the door open, he gets shot for his trouble. What he doesn't realise is that Bains has already 'done a runner' and left behind a booby-trap which will fire a shot-gun whenever the door is opened. The correct procedure is to open the door with a key while standing to one side of the door. To get the key from the Motel Manager you must first radio for a search warrant, then radio again for a SWAT Team.

LEISURE SUIT LARRY

Peter Van Englander is a Belgian game player who spends his time assisting Larry Laffer in his Search for Love. Unfortunately for him his disguise as a blonde bombshell doesn't fool the KGB guards on the desert island beach . Although he has found the bikini bottom, soap, matches, flower and a knife, he has a chest which is as flat as a pancake, so he can't walk around topless and hope to pass as a female. The solution to Peter's problem (and anyone else who is lacking something in their top-drawer) is to find the bikini top and stuff it! The elusive top can be found at the bottom of the swimming pool on-board the cruise liner. Remember to type the command swim when you first enter the pool, or the game will assume you are happy to drown. You can stuff the bikini with the soap from the island's hotel room, but I believe you can also use money if you can find some.

CHAOS EXPLAINED

Mike Grace from Dorchester decided that as *Chaos Strikes Back* was written after *Dungeon Master*, then it was probably a

➤

HOW TO USE THE ADVENTURE HELPLINE

Write to me, Tony Gill, at Adventure Helpline, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, with your problems and any useful hints you can give in response to those readers languishing in these pages! Make sure you include your full name and address, and I will do my best to answer your problems.

HELPLINE

a d v e n t u r e

piece. Mike writes: 'Please help me with *Chaos*, because the manual is rotten. I can't find out what spells there are, or how to cast them.' I fear Mike is in big trouble, because the box containing *Chaos* clearly states that it requires the original *Dungeon Master* game. The twenty-odd spells which can be used in the game are not given in any manual, they are only found on old scrolls as you progress through *Dungeon Master*. Even if I were to list these spells you would still have little chance of completing the game, because there are so many other aspects which you need to know and they too were only revealed in the previous adventure. My advice is to save up your gold pieces and buy the original. Not only is this the simplest way to solve your problem, you'll also be buying one of the best games ever written.



Based on Anglia TV'sKnightmare, Crowther's game is a loose sequel to Mindscape's *Captive*.

KINGS QUEST IV

If you are haunted by an adventure game spare a thought for Stuart Becket of Balham who is being plagued by ghosts in Sierra's *King's Quest IV*. Having been sent down the mountain by Lolotte the Witch Queen to find Pandora's box, he has found that night has fallen and the graveyard around the old house is crawling with zombies who want to invite him to dinner. Well, either he must paint his face blue and learn to dance like Michael Jackson; or he should find the magical scarab which will keep the flesh-eaters away. The answer is to use the axe from the Ogre's house to pass through the Enchanted Wood until you find the Skull House of the three blind witches. As these old 'crumblies' have only one eye between them, you must join their game of Pass the Eyeball and snatch the yucky optic before they snatch you.

If you now leave the cave, then enter again you'll find that the old hags will give you the scarab in exchange for their eye. With this magical protection you will be able to return to the haunted house and search out the ghosts there. This part of the game involves finding out what each ghost wants, and retrieving the object from the correct grave outside the house. For a start, find the baby's bottle by going outside, then west, left behind the tree, and read the stone by the little grave.



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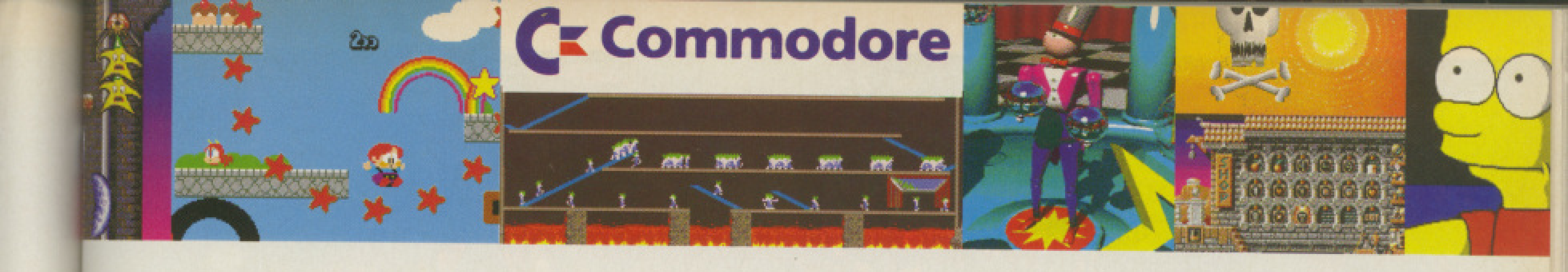
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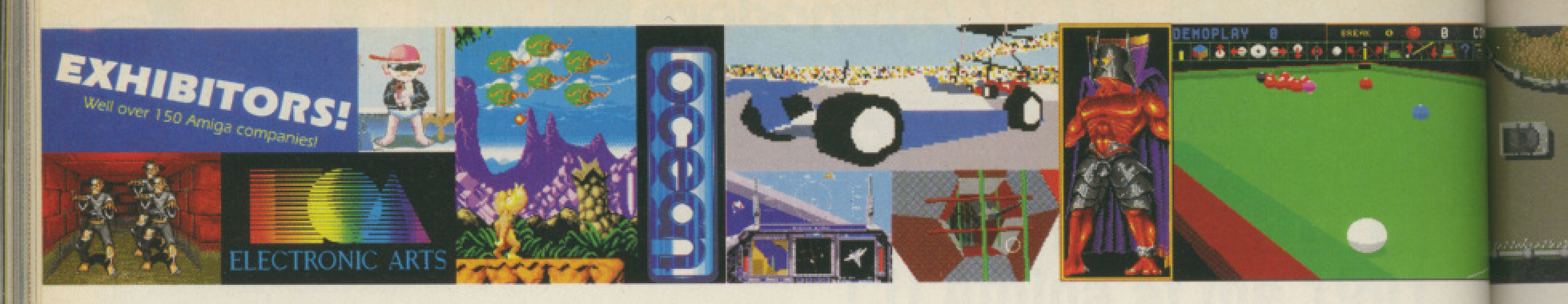
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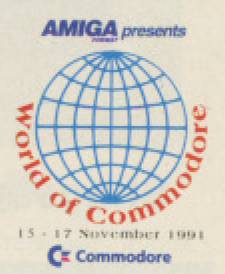




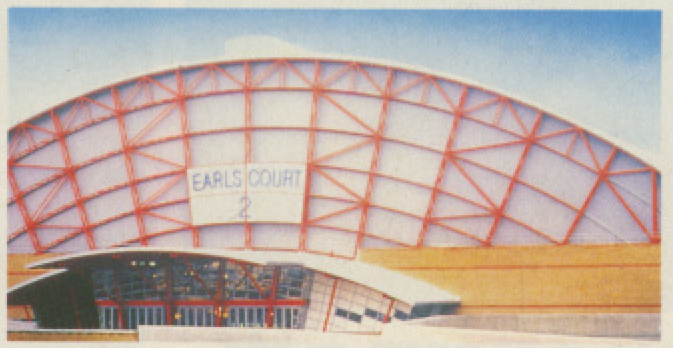


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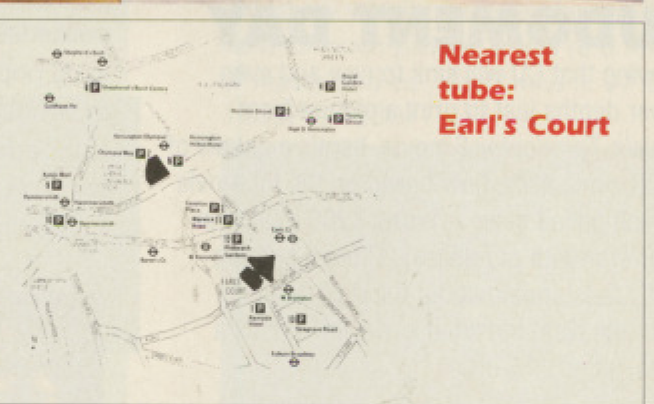






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DEMOS

If it's Amiga PD you're after, then look no further! Each month, Dan Slingsby takes an exhaustive look at what's new on the demos circuit.



JUDGMENT DAY

Proving that CU will sink to new and even lower depths just to print a picture from Arnie's *Terminator 2* movie, here's a couple of pics from a slideshow based on the hit movie (which pulled in an amazing $200 million in its first month of release). There's nothing really outstanding about the digitised pics from the disk, but what a movie!! Hasta la vista, baby... 17-Bit, ★



THE RAT STUFF



Good animations are decidedly thin on the ground this issue, although *Rodent Round-Up* from BMF goes some way to redressing the imbalance. A downtown metropolis has been affected by a mysterious illness which is slowly turning the inhabitants into snarling six-foot rats. As a rodent-induced crimewave sweeps the neighbourhood, the local police issue frantic warnings for the local populace to stay in-doors and not to venture out onto the streets. An APB is broadcast to all available police units to be on the lookout for Joe Blip, a callous criminal who has been infected with the deadly virus and grown eight inch front teeth to boot. Responding to the call, two police officers drive their futuristic squad car to the reported sighting and... well, you'll just have to buy the disk, won't you?! Although there's a lack of sound, the graphics are quite eye-catching and are drawn in a cartoony-style with darker colours used to give the anim some atmosphere. The two-disk, one meg animation isn't that long, and certainly no-where near the quality work of Schwartz or Richter, but it bodes well for future efforts. NBS, Disks H648/649, ★★





SUPPLIERS' GUIDE

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Softville, Unit 5, Stratfield Park, Electra Avenue, Waterlooville, Hants, PO7 7XN.
Vally PD: PO Box 15, Peterlee, Co Durham.
Virus Free PD: 23 Elborough Street, Swindon, SN2 2LS.

DAMN FINE

Twin Peaks star, Sherilyn Fenn, once again features in a slideshow of (poorly) digitised images from the show. Quite why anyone would want to produce a collection of disks featuring the talented Ms Fenn, delectable and lovely though she most certainly is, is beyond me. This is volume six in the series and, like its predecessors, would be a complete waste of money except for a brilliant black and white illustration at the end of the show and a blistering soundtrack accompaniment. 17-Bit, 1250, ★★

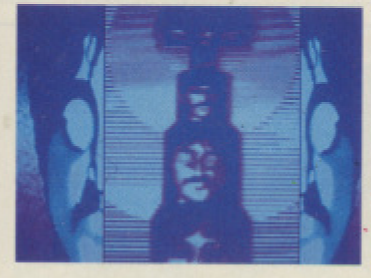


DEMO OF THE MONTH DEMO OF THE MONTH



THE MERSEYBEAT

The Fab Four are reunited for a special one-off gig courtesy of the coding and sampling wizardry of Brazzle Atkins. *The Reincarnation of Sgt Pepper* is a graphic and sonic blast which superbly mixes the colourful cartoon artwork of the Yellow Submarine and other Beatles' imagery with some clever colour cycling and sampling effects. The psychaedelic weirdness and lush sonic mix perfectly captures the Beatles in what was their most experimental period. Although the disk only lasts for just over two minutes, all the classic tracks from the Beatles' Sgt Pepper and His Lonely Hearts Club Band album are crammed in, making one of the best music disks in a long time. PD Soft, 1698/1699, ★★★★★







LOOKS FAMILIAR

If you've never bought a megademo before, the new one from UK crew, Cyrus, could well be a good place to start. It lasts more than five minutes and has lots of 3D filled vector objects, bob shapes, plasma and a whole host of other features popular with demo teams at the moment. There's also a smattering of nicely rendered graphic screens which help to break the demo up into bite-sized portions. Considering the number of people who have left Cyrus over the last few months, this isn't bad at all! Amiganuts, 1151, ★★



ENTER THE WARZONE

After the wheezing and coughing *Sickness Simulator*, reviewed a couple of issues ago and highly prized by the workshy CU crew, comes the inevitable sequel – the *Warzone Simulator*. This nifty program contains all sorts of war-related samples including air-to-ground and ground-to-air missiles, machine gun fire, jet fighters, choppers, small arms fire, explosions and blood curdling death cries, all at the touch of a button. Oh, and in case you missed it first time round, the *Sickness Simulator* is also included on the same disk. Strictly PD, Disk D413, ★★★★

WESTERN DECADENCE

A group I've never heard of before, the KGB, have released a rather smart megademo. Starting with a KGB transmission test card, the screen then phases into Hit Fido, a snappy pop song with hammer and sickle motifs running throughout, accompanied by some intriguing vector animations of a guy running across a barren wasteland and a drummer banging his drum in-tune with the beat. Also included in the Danish group's first megademo are sampled versions of Falco's Amadeus and New Order's Blue Monday. Perspective PD, P316, ★★★



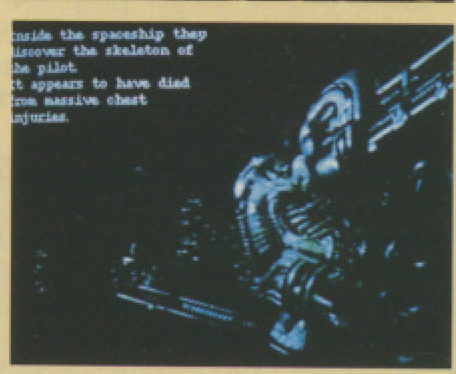


LET IT RIP

When Alien was first released, it took the movie world by storm with its engrossing mix of horror and science fiction meshed together with the superb imagery of Giger's set designs. The gory scenes of the Alien creature ripping its way out of one of the crew members' stomach is probably the worst case of indigestion you're ever likely to see on the silver screen. Fortunately, this grusome scene and many others from both movies have been captured on a digitised slideshow which also provides captions for each picture. If you're a fan of Ripley and co., don't miss it. 17 Bit, 1203/4, 1230/1, ★★★









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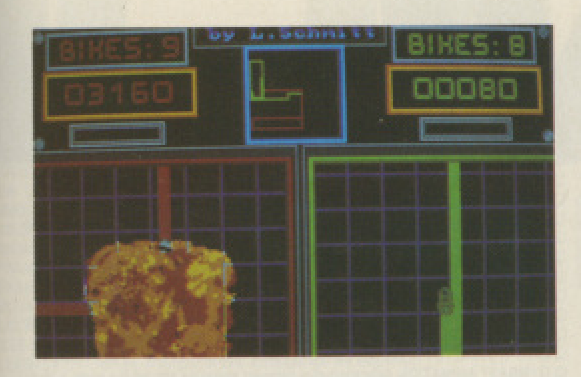
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DEMOS



SPACE RACE

Two games with a sci-fi feel have been included on the latest games disk from Strictly PD. *Buck Rogers* is a 3D shoot 'em up, in a similar vein to *Space Harrier*, with battle taking place on land and in the vacuum of space. It's a tad easy, especially with an unlimited number of attack craft at your disposal, but polished all the same. *Raster Bikes*, meanwhile, is yet another clone of the Disney-inspired *Tron* coin-op and is definitely the best version I've seen. Designed by German Leo Schmitt, the game is set over a massive play area and can be played against the computer or friend. With responsive controls, well-designed graphics and excellent FX, it rates as one of the best PD games in a long while.



PDTOP TEN

A-Animation S-Sound U-Utility G-Game M-Miscellaneous

1 Cubulus **G**
2 Raster Bikes **G**
3 Virtual World **M**
4 Crusaders Euronews **M**
5 Assassins 4 **G**
6 WWF Slideshow **M**
7 Sgt. Pepper **S**
8 WWF Slideshow **M**
9 Warzone Simulator **S**
10 Red Sector Demo Maker **U**

Compiled by PROTUS PD

EGG ON YOUR FACE

At last someone's had the brilliant idea to do an update on the early 80s coin-op, *Scramble*. This horizontally scrolling shoot 'em up, set over a barren alien landscape and cave system, required the player to continually scoop up fuel pods while blasting the stuffing out of enemy fortifications such as missile sites and radar installations. And jolly good it was too! Unfortunately, this new version (renamed *Squamble* for obvious copyright reasons) is a drab affair which has replaced the brilliant sound effects and graphics of the original with parallax scrolling and sampled speech. This superficial tarting up has been at the expense of the gameplay which is not a patch on the original. Still, for nostalgia freaks, it's worth a look if only to remember how much dosh you wasted on the original. PD Soft, 1749, ★★



FUN 2 LEARN

It's back to school for the latest licenseware release from Amiganuts with the first in their *Fun To Learn* series. Aimed at under 10s, the disk has a nifty platform game where progress is made by gobbling up fruits and correctly answering multiplication questions, as well as a game in which the prices of various stuffed toys have to be added together. There's also a spelling program in which various objects, such as a cat or an apple, are shown on screen. The player has to correctly identify the correct spelling of the object from a choice of three – get it wrong and a weight-lifter appears and jumps up and down on your body. A polished educational program. Amiganuts, 1146, ★★★



NOT TONIGHT JOSEPHINE

As the Napoleonic Wars raged across Europe, and countless thousands fell victim to the iron fist of Napoleon Bonaparte, a great computer wargame was in the making. Now, nearly 200 years in the future, that game is a reality. It's certainly not much to look at; there are no graphics or even an intro screen to be seen, just an endless stream of lists and numbers which looks decidedly impenetrable at first glance. A little perseverance, however, reveals a stunningly complex sim where the makeup of both armies can be decided in great detail right down to what armaments individual units are carrying, what type of ground they are standing on, and what battalion they're attached to. There's also a couple of saved scenarios to experiment with, before jumping straight in. One for strategy and wargaming fans. 17 Bit, 1154, ★★★

CAN YOU DIG IT?

Old C64 hit, *Boulderdash*, looks set for a new lease of life on the Amiga. *Super Amidash*, by Ian Cogings, is a belting recreation of the arcade favourite and, as such, is every bit as fun as the original. The game involves the player in a frantic search for diamonds in a series of deep underground caves. Unfortunately, the diamonds have been buried next to precarious columns of boulders likely to tumble down if the soil nearby is disturbed. It's up to you to grab the gems while avoiding the ensuing avalanche of rocks as well as keeping an eye out for various human-eating nasties along the way. Once all the gems in a level have been bagged, the player can progress onto the next stage with even more devious traps and puzzles. Amiganuts, ★★

UNITED PUBLIC D

DEMOS

- ❑ ALARM MEGADEMO Nice new demo with a good acid type video part !
- ❑ AMOS 3D DEMO Shows you some of the effects that are possible with 3d Amos.
- ❑ ANARCHY INSPIRATION IS NONE Brilliant demo with some superb ray traced Gfx
- ❑ ANARCHY MADNESS II Demo with Bobs and Filled Vectors, superb music!.
- ❑ ANARCHY SYSTEM VIOLATION Classy demo featuring Vector Bob Gfx Cool Music.
- ❑ AURORA MEGADEMO Dramatic intro, good music with some Ham bobs
- ❑ BASS MEGADEMO Great megademo with some housey house music.
- ❑ BUDBRAIN II Hilarious megademo, house music video and cartoon sketches
- ❑ CASCADE MEGADEMO Curious demo with a puzzle and an acid part!
- ❑ CHAOS ROCK A fantastic light show based on fractal patterns.
- ❑ COOL FRIDGE A plasma meagdemo, if you like these FX get this one.
- ❑ CRIONICS MEGADEMO Includes the superb maddona demo and more !
- ❑ CRIONICS NEVERWHERE Superb demo with a Real world demo and Madonna pics
- ❑ CRIONICS TOTAL DESTRUCION Very nice plasma Fx plus a kickin music track !
- ❑ CRUSADERS SPACE DELIRIA Fantastic music by Dr.Awesome & great effects.
- ❑ CRYPTOBURNERS HUNT FOR RED OCTOBER Lovely filled vector demo. Great Music.
- ❑ DARKNESS MEGADEMO II Another unlimited bobs demo - Do they ever stop ..
- ❑ DEAD DANCE THRASH Amazing thrash metal soundtrack & some wierd pics!
- ❑ E P I C Incredible preview to a new game by Ocean. Filled vectors. 1 Meg
- ❑ ERPLAND (2) Brill kalidescope patterns on this exellent demo & music!
- ❑ FRAXION "REVENGE" Cartoon style horror video recorder ! Very funny !
- ❑ FRAXION FUTURE VISIONS Superb Aliens-type intro plus great pictures
- ❑ GOLDFIRE OBLIQUE INFINITY Nice megademo with an acid style video at end.
- ❑ HORIZEN SLEEPING BAG Great multipart demo with vectors & funky music.
- ❑ IRAQ DEMO Amusing demo of Saddam meeting President Bush ...... Kaboom !
- ❑ KEFRENS MEGADEMO VIII This is great plenty of filled vectors and music.
- ❑ KGB MEGADEMO (2) This is great ! A great house music video & vector drums.
- ❑ MAGNETIC FIELDS HYSTERESIS Excellent vector graphics, plus music !
- ❑ MAGNETIC FIELDS SPACED OUT (2) Music come demo disk with some good tracks
- ❑ MAXIMUM OVERRIDE (2) Very nicely done filled vector demo by TSB.
- ❑ MONTY PYTHON (2) Brilliant demo featuring the lumberjack song ! .
- ❑ PHENOMENA ECES A very good demo with a light sourced filled vector !!
- ❑ PHENOMENA INTERSPACE Is time Linear ? Well get this demo and find out
- ❑ PINK FLOYD THE WALL (6) Oh yeah ! A huge demo based on film and songs.
- ❑ PLASMUTEX Kickin SoulIISoul music beats plus wild copper and plasma FX !
- ❑ PMC ALPHA OMEGA An absolutely superb filled vector demo. Lovely music !
- ❑ PRISONER DEMO Remember the old 60s series? Well heres the Amiga demo
- ❑ QUARTEX SUBSTANCE Superb demo one of those you simply must have !
- ❑ REBELS COMA This one is a classic ! the best Acid style video on Amiga !
- ❑ REBELS SNAP A nice demo with spooky style music track, Popular still.
- ❑ RED SECTOR CeBIT 90 An old classic filled vector demo, lovely music
- ❑ RED SECTOR MEGADEMO (2) Stil stood the test of time, very good !
- ❑ SCOOPEX MENTAL HANGOVER One of the best demos of all time. get it!
- ❑ SHINING VECTOR EXTERMINATOR Exellent demo, incredible new effects.
- ❑ SILENTS GLOBAL TRASH This is a MUST for all demo freaks, Mega !!!!
- ❑ SILENTS ICE Latest demo from the Silents. Brilliant music tracks !
- ❑ SILENTS MEGADEMO Old but still up to scratch, vectors and music !
- ❑ SIMPSONS BY DECAY With superb animation and a great funky music beat
- ❑ SIMPSONS EQUINOX Remix of the song & pics of our favorite hero Bart !
- ❑ SIMPSONS FREEHAND Slideshow with a funky little Bart Simpson soundtrack.
- ❑ TECHNOFLIGHT MEGADEMO Not a bad little megademo. But not all that good.
- ❑ TIMEX HYPRA Great demo that looks like a platform game & good music.
- ❑ TOMSOFT TRIP TO MARS Old but very good 3D filled vector trip to mars
- ❑ TOMSOFT VIRTUAL WORLDS An absolute Epic ! Best demo of the year !!!!
- ❑ TRIPLE TROUBLE Brilliant plasma and copper fx with funky music track !
- ❑ VANGELIS DEMO Great music & superb colour cycled graphics. 1mg.
- ❑ VECTRA SINKING DEMAND Really good filled vector demo.

MUSIC

- ❑ 100 GREATEST 64 TUNES Over 100 classic 64 tunes imortalised on the Amiga
- ❑ 4-MAT CES MUSIC About 10 great songs by 4-mat of Anarchy.
- ❑ 4-MAT REFLECTIONS 2 Four or Five good songs again by 4-Mat
- ❑ ALCATRAZ 'THE POWER' Excellent re-mix of the song by the band Snap.
- ❑ ALCATRAZ MORE THAN MUSIC A superb music disk very well presented !
- ❑ ALCATRAZ SOUNDS OF ENERGY Four Great house music tracks. Worth a listen.
- ❑ AMAZING TUNES II (3) This ones a biggy loads of great music by SAE.
- ❑ AMEGA PARTY WINNERS Four EXCELLENT songs that won the Amega party contest.
- ❑ AMIGA CHART BLACK BOX, QUEEN The invisible man and Ride on time. Remixed
- ❑ AMIGADEUS CLASSICAL Superb renditions of Eine Kleiner etc. By Rob Baxter.
- ❑ ANARCHY CAPTURED IMAGINATION SOme very nicely presented music by 4-Mat
- ❑ BANGING RAVES Yeah ! Pump up the music, kickin remix of some house tracks
- ❑ BEAST SONIX Scoopex present the music from Beast I, all tunes.
- ❑ BEATMASTER 808 STATE Cubik and more of this type of music from 808 State.
- ❑ BEATMASTER I LOVE TECHNOLOGY More of the rave type music. Great Stuff.
- ❑ BRUNO'S MUSICBOX II This is great really Funky music with jazz influences.
- ❑ D-MOB MUSIC 3 A Great quality house music re-mix, One for the collection.
- ❑ D-MOB MUSIC 4 (2) PopMusic, PumpUpTheJam and more great house tracks
- ❑ DIGITAL CONCERT 2 Thirteen minutes of music, Doctor'in the house & more
- ❑ DIGITAL CONCERT 3 Another house music re-mix Great quality - Love it !
- ❑ DIGITAL CONCERT 4 Four songs including Got to keep on - Brilliant !!!!
- ❑ DIGITAL CONCERT 5 The Power, Kaos, Keep Bustin, and Touch Me. Brilliant !
- ❑ DIGITAL CONCERT 6 Latest in the series, very good quality House music mix.
- ❑ DO THE BARTMAN (3) The Chart topping song sampled onto three disks. Brill !
- ❑ EQUAMANIA II Demo with a great dance music track and fab equalizers !
- ❑ GOLDFIRE CEREBRAL DELIGHTS (2) Two disks of music with tape selecter.
- ❑ GROOVE IS IN THE HEART Remix of the song by DeeLite, If you like the song.
- ❑ JARRE DOCKLANDS The keyboard wizard, sampled and on your amiga. Great !
- ❑ KEFRENS JUKEBOX This ones super ! Lovely music with a Juke box Selector
- ❑ MADONNA VOGUE (4) Sampled remix of the song, good quality sample too.
- ❑ MANIACS OF NOISE This is brilliant ! Great stevie wonder type music !
- ❑ NEWTRONS MUSIC BOX Headbanger demo ! Beats in time to the music !
- ❑ PAT MUSIC I Collection of fantastic ripped music, by various artists.
- ❑ PAT MUSIC III Another great collection of songs by Pat. Well cool.
- ❑ PHENOMENA MUSIC DREAMS I Twenty wicked songs by twins of Phenomena.
- ❑ PHENOMENA MUSIC DREAMS II Second in the series More superb music !
- ❑ SILENTS BLUES HOUSE (2) Tangerine Dream style music. With game. Brilliant !
- ❑ SILENTS FULL POWER House it up music. Includes Remix of tricky disco.
- ❑ SOUND OF SILENTS This is a must ! Great atmospheric Jesper Kyd music !!
- ❑ STAR DREK SAMPLED (2) Amusing mickey take of Star Trek. Great for a Laugh!
- ❑ TALK TO THE TREES Another very funny sampled music/Comedy track.
- ❑ TECHNOTRONIC REMIXES Pump Up the Jam and Get Up - they even sing it !
- ❑ TECHNOTRONIX REMIX All of their songs remixed into one great track !
- ❑ THE SOUNDS OF GNOME Mahoney and Kaktus music disk. 46 great tunes.
- ❑ TIMECIRCLE MUSIC More Commodore 64 style music. Very good
- ❑ VIVALDI - FOUR SEASONS (2) Superb rendition of 4 seasons by Rob Baxter

SLIDESHOWS

- ❑ ADDAMS FAMILY The Addams family started when Uncle Fester ... (Ermm .. No!)
- ❑ ADVANCE HAM A collection of brilliant digitised pictures with funky music.
- ❑ AGATRON 5 Some superb HAM pictures, created y Tobias Richter.
- ❑ AGATRON 6 Incredible 4096 color ray traced slideshow. Get this one !
- ❑ AGATRON 8 Excellent HAM pictures, with some good music too. Mega !
- ❑ AGATRON 9 More of Tobias Richters superb works, again based on Star trek.
- ❑ BORIS VAJELIO (2) Pictures digitised from works by the Artist. Nice.
- ❑ BORN TO BE FREE Picture of wild animals this time. Very good quality
- ❑ BUTTERFLIES (2) High qulaity slidshow of butterflies, by Weird Science.
- ❑ CHAINSAW SLIPPERS This one is Great, the pictures are naff but hilarious !
- ❑ COLOURCYCLES A slideshow of colour cycled pictures. Very impressive.
- ❑ CREEP SHOW Iron maiden type pictures, Eddie and more. Not music too.
- ❑ DEMONS III A qulaity slideshow from C-Dryk of Demons, with music to back.
- ❑ DIVINE VISIONS (2) A slideshow of Mythylogical gods with music to back.
- ❑ GARFIELD Digitised slideshow of the cartoon hero by Jim davis.
- ❑ GERMAN RAY_TRACE High quality ray traced pictures by a german artist.
- ❑ INVISIBLE WORLD Not one for people scared of creepy crawly creatures !
- ❑ JOE SLIDESHOW 1 Very good quality slideshows drawn in Dpaint, by Joe/SCX
- ❑ JOE SLIDESHOW 2 More supah pics by Joe. Check them out for yourself.
- ❑ KELLY SLIDESHOW Some excellent quality HAM pictures. Various subjects.
- ❑ MILLER LITE Pictures and music from the TV advert for Miller Lite lager
- ❑ NASA SLIDES 1 Picture of the space shuttle landing etc. Not bad.
- ❑ NASA SLIDES 2 More pictures, this time viewed from space. good !
- ❑ NEWTEK DYNAMIC HAM A slideshow of Newteks new mode 640x512 in 4096 colors.
- ❑ NEXT PIXILIUM Very nice pictures all done in Dpaint plus some music.
- ❑ NIGHTBREED Yukky slideshow from the film. Music suits the pictures !
- ❑ NIK WILLIAMS Some very well digitised pictures from the pictureware.
- ❑ NW DYNAMIC HAM More from the Nik Williams series. Incredible quality.
- ❑ PENTAGON & DRIFTERS Very high quality Hi-res B/W fantasy pictures.
- ❑ PHOTMONTAGE I Slideshow on various subjects very nicely done.
- ❑ RICK PARK'S ART Dpaint style pictures all done in Hi Resolution.
- ❑ ROGER DEAN Digitised pictures by the artist all in HAM mode. Good.
- ❑ SILENTS/CH 42 (2) This is superb, slides plus a great music track.
- ❑ SUPER HAM CARS Superbly digitised slideshow in Interlaced HAM. Beautiful !
- ❑ THE FABULOUS ART OF TOBIAS RICHTER Two disk compilation of some
- ❑ TOTAL RECALL Music and pictures from the Arnie's Sci fi film. Great !
- ❑ TRAVELLER SLIDES Impressive Pictures drawn in Dpaint by the Traveller.
- ❑ VAX SLIDESHOW Pictures downloaded from a vax system. Very nice indeed.
- ❑ VIC REEVES Pics of our hero & sampled music - You wouldnt let it lie !
- ❑ WRESTLE MANIA (2) Collection of picture and animations. Pretty good.
- ❑ WWF WRESTLERS Pictures of Hulk Hogan and the rest of 'Em. Good quality.
- ❑ YABBADABBA DOO Hey Hey Hey its the flintstones ! Wilma, fred and the rest.

ANIMATION

- ❑ AGATRON BILLIARDS,LOTUS,JET 3 Excellent animations all run in 512K
- ❑ AGATRON ENTERPRISE DOCKING A classic Ray traced animation. Get it ! 1 Meg
- ❑ AGATRON ENTERPRISE MANEUVERES Another superb animation, Beautiful ! 1 Meg
- ❑ AGATRON HUEY 2 A helicopter leaving a landing pad. Neat. 1 Meg
- ❑ AGATRON PING-PONG Two star trek ships passing by. Looks nice. 1 Meg
- ❑ AGATRON PORCSHE RISING Animation of a porsche rising out of a table. 1 Meg
- ❑ AGATRON RELIANT ATTACK A reliant attacking the starship enterprise. 1 Meg
- ❑ AGATRON STAR TREK ANIMS Some nice looped Star trek animations. 512K
- ❑ AGATRON THE RUN A police car chasing a lotus down a busy street. 1 Meg
- ❑ BASKETBALL A basketball player shooting a ball into the net. 1 Meg
- ❑ BUSY BEE Cute animation of a freaky bee. almost looks wooden. 1 Meg
- ❑ CLOTHES PEG Bouncing clothes pegs and more. Not bad. 1 Meg
- ❑ COOL COUGAR A cartoon style anim, tells the story of cool Cougar. 1 Meg
- ❑ CX1 SPACESHIP A beautiful sculpt 4D anim of a ship circling a globe. 1 Meg
- ❑ DRAGONS LAIR TIME WARP Animation of the cartoon game by Don Bluth. 1 Meg
- ❑ ERIC-S AMY VS WALKER Cute and sexy(?) squirrel chasing a Walker. 1 Meg
- ❑ ERIC-S BATMAN A great animation featuring batman and the joker. 1 Meg
- ❑ ERIC-S COTOTE 2 This ones a corker the old coyote up to this tricks 1.5 Meg
- ❑ ERIC-S COYOTE STRIKES BACK Not too good this time but still popular. 1 Meg
- ❑ ERIC-S MORE AEROTOONS More humourous cartoon capers. Great stuff. 1 Meg
- ❑ ERIC-S SHUTTLECOCK Two Space Shuttles playing with a satalite. 1 Meg
- ❑ ERIC-S STEALTHY II The Mig-29 and Stealthy bomber cartoon. Great. 1 Meg
- ❑ GYMNAST ANIMATION Animaiton of a gymnast swinging around the bars. 1 Meg
- ❑ HAPPY ANIMATIONS HappyMan, TreeFrog, Windowman and Hammer. All 512K
- ❑ LAUREL AND HARDY by Brazzel Atkins, select your film from the videos. 1 Meg
- ❑ LIGHT CYCLES (2) Huge animation from the Tron film. Excellent. 1 Meg
- ❑ LUXO TEENAGER Father & son lamp animation converted to the amiga. 1 Meg
- ❑ MAGICIAN II this ones a bit better, more glossier this time round. 1 Meg
- ❑ MAGICIAN Similar to the juggler animation, but not quite as glossy ! 1 Meg
- ❑ MINER A miner truck loading coals into a buggy to be taken away. 1 Meg
- ❑ NEWTONS CRADLE ray traced animation, plus F-19 and Rocking chair anims.
- ❑ PROBE SEQUENCE Probe investigates new life forms on a distant planet. 1 Meg
- ❑ REAL 3D (4) SUperb demo of the effects possible with Real 3D. 1 Meg
- ❑ REAL THING HORSES demo of the animation package for deluxe paint.
- ❑ THE JUGGLER the old classic animation that sold hundreds of Amiga's !
- ❑ THE KNIGHT DEMO Animation of a knight climbing out of a book. Pretty. 1 Meg
- ❑ THE WALKER DEMO Helicopter attacking the walker. Film type animation. 1 Meg
- ❑ THE WALKER DEMO II Walker Attacking the A2000. Not bad. 1 Meg
- ❑ WINGS Superb quality red baron biplane animation. Very nice indeed. 1 Meg

POWER DEMOS

- ❑ ANTI LEMMINGS (2) Absolutley brilliant animation ! Get this now ! 2 Meg
- ❑ AUTOMATED LIGHT (4) Great battlestar galactica type animation. 3 Meg
- ❑ BUZZED (3) Great animation of a wasp crashing into things. 3 Meg
- ❑ DRAGONS LAIR (3) Three meg power demo with sound effects. Great !
- ❑ JUGGLER II Juggler meets Ms.Juggler. Great followup to the original.1.5Meg
- ❑ LOST IN SPACE (3) Remember the old TV series ? well this is the anim. 2 Meg
- ❑ LANDING (4) Tobias Richter Poweranim ! Superb ray traced stuff. 4 Meg
- ❑ STATION AT KHARN (3) Animation of a a spacestation, very nicely done. 2 Meg
- ❑ UPGRADE (6) Wow ! Camberwick Green meets the Amiga ! This is GREAT ! 5 Meg

SEQUENCERS

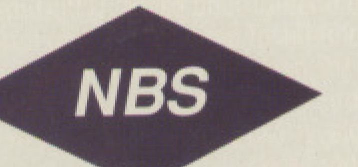
- q ASSASSINS AUDIO MAGIC Collection of soundtrackers and ripping programs
- ❑ CZ-101 Editor a superb program for editing CZ synthesizer patches (MIDI)
- ❑ FUTURE COMPOSER A chip music sequencer. Complex to use, but good
- ❑ GAMES MUSIC CREATOR A music sequencer, similar to soundtracker.
- ❑ JAMCRACKER Four channel chip music sequencer. Also handles sampled sounds
- ❑ KAWAI K1 Editor for changing your patches on your Keyboard
- ❑ MED 3.11B Latest version of this superb sequencer, with Midi. Great !
- ❑ NOISETRACKER Music sequencer used by the pros. Stacks of superb functions
- ❑ NOISETRACKER-EXECUTEABLE Convert your modules to a stand alone program.
- ❑ SAMPLES DISKS ST-01 TO ST-10 Various disks available ring for details.
- ❑ SOUNDTRACKER 2.6 New release of this popular program, new editing screen
- ❑ SOUNDTRACKER A superb four channel sequencer everybody uses this one !
- ❑ SOUNDTRACKER COMPILATION Compilation of sound and noisetracker programs
- ❑ ST-80 BEAST SAMPLES Lovely panflute sounds from Beast and Beast II
- ❑ ST-90 SAMPLES DISK Studio quality samples. drums, bass, snares and more
- ❑ ST-91 SAMPLES DISK Studio quality samples. drums, bass, snares and more
- ❑ ST-92 SAMPLES DISK Studio quality samples. drums, bass, snares and more
- ❑ ST-93 SAMPLES DISK Studio quality samples. drums, bass, snares and more

UTILITIES AND SERIOUS

- ❑ A-GENE Good geneology program, to trace your family name. Requires 1meg.
- ❑ A68K 68000 Assember program for the Amiga rather difficult to use.
- ❑ AMIBASE 3.76 One of the best Amiga databases. Search facilities and more
- ❑ ANYLYTICALC Large spreadsheet program for the Amiga, best with 1meg.
- ❑ ARP 1.3 Amigados replacement project, contains new libraries & more !
- ❑ ASI LABEL PRINTERS All the best label printing programs now on one disk!
- ❑ ASSASINS GRAFFIX UTILS Great disk full of graphics convertors etc.
- ❑ ASSASSINS BOOT UTILITIES Loads of bootblock utilities on here.
- ❑ BANKIN A complete cheque book analysis program. Keep tabs on your money
- ❑ C MANUAL II (4) New and better ! Version 2 now comes on 4 disks !
- ❑ C-LIGHT RAY TRACER A commercial ray tracing package. Now PD !!!!
- ❑ CLERK Another program similar to Journal, manages your bank account.
- ❑ COUNTACH CLIP ART (3) 3 disks packed full of clipart ! Various subjects.
- ❑ CURSER BASIC COMPILER Just what you need to speed up basic programs
- ❑ D-COPY One of the best PD copy utilities available, very easy to use.

❑ DARKSTAR L
❑ DBW Good P
❑ DEMOLISHER
❑ DIRECT ACT
❑ DISKMASTER
❑ DYNAMITE F
❑ DYNAMITE F
❑ EDUCATION
❑ ELECTROCA
❑ EXILE FONT
❑ FLEXIBASE
❑ FONTS AND
❑ FRANZ MEG
❑ GRAPHICS
❑ HAMLAB Co
❑ ICONMANIA
❑ INTERFERC
❑ JAZZBENCH
❑ JOURNAL A
❑ LANGUAGE
❑ M-CAD Com
❑ MACVIEW,D
❑ MESSY-SID
❑ MOBED A v
❑ MYSTIX HA
❑ NORTH C 1
❑ NORTH C 1
❑ PASCAL C
❑ PC EMULA
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❑ RIM DATA
❑ ROT A sim
❑ SID V1.6
❑ SOZOBAN
❑ ST EMUL
❑ TEXTPLU
❑ TV GRAP
❑ ULTIMAT
❑ UTILITIES
❑ UTILTIES
❑ VECTOR
❑ VIDEO A
❑ VISICALC
❑ WORDW
❑ ZX SPEC

❑ STARTR
❑ BLIZZA
❑ RETURI
❑ BOARD
❑ FLASB
❑ PACMA
❑ CHINES
❑ TENNIS
❑ THE HO
❑ MECH
❑ MARB
❑ MAYHE
❑ HACK
❑ THE JA
❑ MORIA
❑ SPACE
❑ MEGA
❑ ZEUS
❑ ASSA
❑ SEVE
❑ CUBU
❑ SCUM
❑ WIZZ
❑ LLAN
❑ BLOC
❑ MENT



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DOMAIN DISTRIBUTORS

- ❑ DARKSTAR UTILITES 3 A disk full of assorted useful utilities you may need!
- ❑ DBW Good PD ray tracing program inc some pictures ! CLI Knowledge needed.
- ❑ DEMOLISHER UTILTIES 168 easy to use utilities, something for everyone
- ❑ DIRECT ACTION A useful Utility for editing animation sequences.
- ❑ DISKMASTER 3.0 CLI Utility program, copy files, delete, format disks.
- ❑ DYNAMITE FONT II Another popular disk. Stacks of IFF fontscreens. Great !
- ❑ DYNAMITE FONTS Exellent fonts disk for use in Dpaint etc (Not assignable)
- ❑ EDUCATION SET (5) Five disks full of educational programs. Very good.
- ❑ ELECTROCAD PREVIEW If your into circuit diagrams etc, try this.
- ❑ EXILE FONTS More of theses superb fontscreens. For use with Deluxe Paint.
- ❑ FLEXIBASE DATABASE A simple to use database for the beginner.
- ❑ FONTS AND RAM MANAGER Lots of fonts plus a software ram switch !
- ❑ FRANZ MEGAUTILS DISK Plenty of Font Eds and a good boot menu program.
- ❑ GRAPHICS UTILITIES Load of useful graphically orientated programs.
- ❑ HAMLAB Convert VGA PC pictures to Amiga ham mode with this utility.
- ❑ ICONMANIA Loads of programs for icon creation & many icons!
- ❑ INTERFERON PRO Create protection bootblocks against viruses.
- ❑ JAZZBENCH A great alternative workbench much preferred by many!
- ❑ JOURNAL A nice program designed to keep track on your finances.
- ❑ LANGUAGES DISK All you ever needed ! Forth, Modula 2, X-Lisp and Logo
- ❑ M-CAD Computer aided design package uses hi res mode. Good. 1 Meg.
- ❑ MACVIEW,DRAW,ROTATE Collection of three unusual programs. Interesting.
- ❑ MESSY-SID Easy to use PC - Amiga file transfer program, a superb utility!
- ❑ MOBED A very useful program for editing sprites and bobs.!
- ❑ MYSTIX HARDWARE MODS Documents disk for hardware modifications.
- ❑ NORTH C 1.3 (2) A two disk unpacked version of above program. !
- ❑ NORTH C 1.3 (Packed) The complete C compiler by Steve Hawtin !
- ❑ PASCAL COMPILER Now becoming a popular language, now available on PD
- ❑ PC EMULATOR Software PC emulator needs MS DOS to run! CGA graphics!
- ❑ PENDLE EUROPA MEGAUTILITIES 1 An essential collection of over 200 utilities
- ❑ PENDLE EUROPA UTILITIES 5 Another great compact by the Red Devil.
- ❑ PENDLE EUROPA UTILITIES 6 includes copiers and more utilities
- ❑ PENDLE EUROPA UTILITIES 7 A very popular utility collection. Try it !
- ❑ PRINTER DRIVER GENERATOR Design your own printer driver with this program.
- ❑ PRINTER DRIVER UTILITIES Various non-standard printer drivers.
- ❑ QBASE Database program, simple to use with full search facility.
- ❑ QED A nice easy to use text editor program ! Load, save, print and more
- ❑ RAZOR 1911 Graphics rippers, Virus killers, Disksalv. powerpacker & more
- ❑ RIM DATABASE Very comprehensive relational database system. Powerful.
- ❑ ROT A simple 3D drawing package for your Amiga. Very popular.
- ❑ SID V1.6 Newest version of the easy to use CLI utility. Essential !
- ❑ SOZOBAN C Another very popular C enviroment, similar to North C
- ❑ ST EMULATOR Run Atari ST software on your Amiga. Needs 2 drives.
- ❑ TEXTPLUS V3.00 Probably the best shareware wordprocessor now even better.
- ❑ TV GRAPHICS Superb Dpaint backdrops and some great fonts. Well recommended
- ❑ ULTIMATE ICON DISK Contains Iconmeister, Iconlab, Iconmaster & icons!
- ❑ UTILITIES COLLECTION Another great collection of utilities about 100 !
- ❑ UTILTIES DISK 1 Another one for the collection. About 60 or more.
- ❑ VECTOR DESIGNER Design your own vectors for use with the RSI Demomaker
- ❑ VIDEO APPLICATIONS (2) Programs for use with genlocks & videos!
- ❑ VISICALC SPREADSHEET Simple to use spreadsheet program based on VC.
- ❑ WORDWRITE WORDPROCESSOR Comprehensive wordprcessor with spellchecker.
- ❑ ZX SPECTRUM EMULATOR Load Speccy software in through a sampler cartridge !

GAMES

- ❑ **STARTREK** – **Tobias' game. Featured everywhere (2 disks)**
- ❑ **BLIZZARD** – Quality horizontal Shootemup
- ❑ **RETURN TO EARTH** – Elite type space trading game
- ❑ **BOARD GAMES** – Cludo, Monopoly, Crib and more
- ❑ **FLASBIER** – Boulderdash type game
- ❑ **PACMAN 87** – Fast action eater with novel additions
- ❑ **CHINESE CHECKERS** – (1MB) Classic. 0-6 players. Tricky to load
- ❑ **TENNIS (1MB)** – Hard but good game of tennis
- ❑ **THE HOLY GRAIL** – (1MB) Olde text adventure
- ❑ **MECH FORCE** – (1MB) Strategy war game
- ❑ **MARBLE SLIDE** – Sliding block/pipemania cross. Addictive
- ❑ **MAYHEM** – Good caverns game
- ❑ **HACK** – (1MB) Mouse driven graphic adventure
- ❑ **THE JAR** – (1MB) Original 3D platform. Good but jerky
- ❑ **MORIA** – (1MB) Classic RPG adventure
- ❑ **SPACE POKER** – Peter Handel with a Poker machine sim
- ❑ **MEGABALL** – Breakout. The ultimate jPD version
- ❑ **ZEUS** – Very popular title shifting puzzle
- ❑ **ASSASINS COMP** – Tanx, Rollerpede, Tritris plus more
- ❑ **SEVEN TITLES** – Speedball clone. 1 or 2 player. Super
- ❑ **CUBULUS** – A flat Rubic Cube puzzle by Tobias Richter
- ❑ **SCUM-HATERS** – (1MB) Brazzle Atkin's SEUCK game
- ❑ **WIZZYS QUEST** – (1MB) Help the wizard by creating blocks
- ❑ **LLAMATRON** – Super shareware game by Jeff Minter. Frantic shooting
- ❑ **BLOCK IT 1.2** – A tough but addictive puzzle game
- ❑ **MENTAL IMAGE GAMES** – Gridrunner, Rebound, Invaders. Great presentation

LICENSEWARE

Please note all Amos licenseware disks are £3.50 and are supplied on the Official Deja Vu Licensed labels.

❑ **LPD1 COLORING BOOK £3.50** Simple game for pre school children. Load in the picture from a choice of six with a nursery rhyme theme, click on the color you want and color the picture. Great !

❑ **LPD2 ARC ANGEL MATHS £3.50** An educational game tohelp kids with their maths. The four basic options of add, subtract, multiply, and divide. Also, it runs on 1/2 Meg machines.

❑ **LPD4 THINGAMAJIG £3.50** A Suerb kigsaw type program for kids, very easy to use and very addictive, simply click on the peice and drag it across the screen. 1 Meg

❑ **LPD5 JUNGLE BUNGLE £3.50** Icon driven adventure written with children in mind but addictive enough for the most hardened computer adventurer. 1 Meg

❑ **LPD6 PUKADU & SPRITES 600 £3.50** Use your joystick to control Pukadu, avoid all the baddies and other creatures as you empty the screen of tiles.

❑ **LPD7 WAY LYNX £3.50** The object of this 22 level puzzle is to connect a certain nmber of tiles to a main centre tile. Each level has a certain target before going on. 1 Meg

❑ **LPD9 AMOS ASSEMBLER £3.50** Printed Documentation comes with the disk, and it DOES require AMOS to run, also comes with some examples.

❑ **LPD10 THE WORD FACTORY £3.50** Superb program which will help your kids learn to spell and enjoy themselves simultaneously. 1 Meg

❑ **LPD11 GO - GETTER £3.50** Its is a card game where you have to pass "GO". Play against a friend or play against the computer. 1 Meg

❑ **LPD12 HYPNOTIC LANDS £3.50** A very good game where you have to catch balls travelling down four different lanes. 1 Meg

❑ **LPD13 JIGMANIA £3.50** There are two programs on this disk. A jigsaw solving puzzle and a construction kit so you can make your own jigsaws to use within JIGMANIA. 1 Meg

❑ **LPD14 PLAY IT SAFE £3.50** Aimed at very young children with parental guidance.This program endeavours to teach safety in the home, in the street and in the park. 1 Meg

❑ **LPD15 ARC ANGEL'S SHAPES £3.50** You have a variety of shapes from which to make pictures. You can change the colour of the shapes and also merge them to create new shapes. 1 Meg

❑ **LPD16 REVERSI II £3.50** New improved version of "REVERSI", the computerised version of the classic "OTHELLO".1 Meg

❑ **LPD17 DOGFIGHT II £3.50** An eight player ShootEmUp you may have to turn the computer sideways to accomodate them ! Great ! 1 Meg

❑ **LPD18 TOUCHSTONES £3.50** An"ISHIDO" type game where you can play with tournament tiles or graffitti. 1 Meg

❑ **LPD19 X-IT-50 £3.50** Using the mouse you have to shoot objects that move across the screen. You can gain extra ammunition by shooting the relevant tokens.

❑ **LPD20 WORDY £3.50** A basic AMOSWARE word processor. Very good!

❑ **LPD21 QUINGO £3.50** Excellent quiz game, very similar to "GIVE US A BREAK", but you don't pot balls, you play "BINGO". 1 Meg

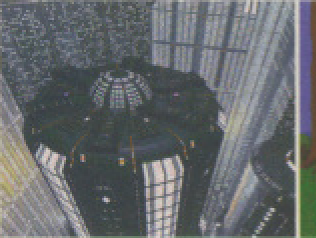
❑ **LPD22 LC10/LC200 FONTS £3.50** New fonts for your LC10 or LC200 printer

❑ **LPD23 ESP £3.50** Collect the letters ESP

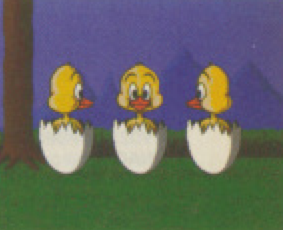
❑ **LPD24 THE SHINING WAY OF KUNG FU (2 DISKS £5.50)** Kung fu game with very good graphics and sound too. 1 Meg

❑ **LPD25 THE MISSION £3.50** A great text adventure not actually written in Amos but still Excellent.





AGATRON SLIDESHOW 6



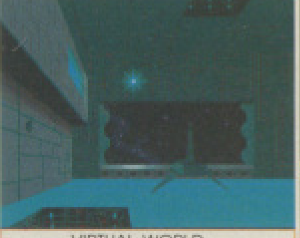
BUDBRAIN MEGADEMO



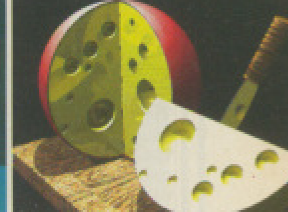
BART SIMPSON DEMO



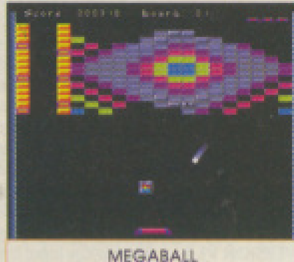
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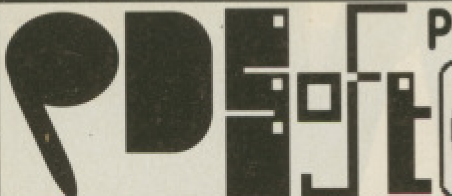
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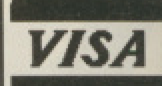
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UTILITIES DISKS

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V013 PLAY & READ EDUCATIONAL: Black Board maths & other programs
V017 VC The calculator spreadsheet There is more than one program
V023 APPOINTMENT CALENDAR : NAG electronic appointment calendar.
V024 BANKN Will allow you to keep your bank account in perfect balance.
V028 SPELLCHECKER Current glossary contains 9,000 words. More can be++
V029 HOUSE HOLD INVENTORY means of maintaining HH possessions
V041 DPAINT ART Conatins loads of pics for to mess around with.
V048 TV GRAPHICS,VIDEO GRAPHICS Various Utilities for Video Production **(8)**
V085 THE RED SECTOR INC DEMO CREATOR This is the best Demo creator
V086 VIDEO PRODUCTION (2) Both Packed with video & genlock utilities
V108 AMIBASE V3.76 This is the Most popular Amiga Database. Very good
V109 PRINT STUDIO Excellent for printing picture or text. For Printer users.
V131 C-LIGHT This is the most well known ray tracing proram to date
V132 PSYGNOSIS INSTRUMENTS for use with any music program (samples)
V134 PAGESETTER CLIP ART V1.9 & V2.0 **(2)** Another collection of clip art
V147 JR-COMM : MODEM PROGRAM
V166 THE C MANUAL These disks **(3)** contain over 70 Fully execut examples.
V169 RIPPED MODULES COLLECTION Disks are full with Music & Samples (10)
V179 CLOUD & FRACTAL PROGRAMS Various Fractal Generating utilities.
V191 MASTER VIRUS KILLER Virus Checker & Killer. With Excellent option.
V193 THE EMULATORS Covers Various **(2)** Formats which includes **CBM, IBM-PC & ST** IBM & ST Programs requires two drives.
V194 MR BACKUP HD An excellent Hard disk back up program & utls for your HD's
V195 GRAPHIC CHANGE Between Atari ST/PC Graphics to the Amiga.
V210 ARP (V1.3) WB1.3.2 Install this prog to speed up your Workbenchs operations
V213 HOUSE MUSIC INSTRUMENTS **Vol II** The Samples have Remixed back.
V214 STAR TREKKER VERSION V1.3 This is a sound tracker like program.
V215 DISKMASTER V3.2 Copys files from one disk to another. **DISKSALV**
V216 SPECTRUM EMULATOR V 1.0 Includes Games, some classics.
V218 VIRUS MURDERER & ZERO VIRUS Kills & Protects all of your disks.
V232 FRACTAL CREATOR V1.2 Another excellent Generating Program
V256 THE SILENTS Present: Some of the best Amiga music. Highley Recomened.
V259 MED v3.11b Brand new version & includes Med songs **(2)**
V261 TEXTPLUS VERSION 3.0 This disk is not just an update butcompletly New
V262 NEW DISK COPIERS: Super Duper,Turbo copy, Sanity copy & PCopy
V263 DRAWMAP3D V3.2b Generate flat Globes, Orbital & Mercator Pictures of the Earth. Reviewed in Amiga Format
V264 PDS Vol8: VIRUS KILLERS, Big Brother,Berserker,Zero Virus & NoVirus.
V266 FLETCHER UTLS 1: CONVMACF Convert Mac fonts to the Amiga. **POST** Post Script interpeter both Excellent
V267 FRACTALS V2.1 Fractal Generator that generates various different Style

MORE UTILITIES

V273 FRACTAL CONSTRUCTION SET used to generate various fractals
V274 DICE C SYSTEM (2) Dillons Intergrated Enviroment system. V2.06.15
V276 DISKPRINT V2.7 Prints labels for 3.5 disks, Primarily for small PD Library
V277 FORTRAN -77 V1.3c Compiler, linker & run time support library. F470
V278 MANDELPANG MandelBrot Plotter. This is the latest update
V279 CROSSWORD CREATOR A program that creates crosswords
V280 BUDGET A program to help with managing personal finances. V1.302
V284 MCAD PROGRAM The Object Drawing Program for the Amiga.ie CAD
V285 EDUCATIONAL:TYPING TUTOR A Simple tutor which measures speed.
V286 DKB RAY TRACING PROGRAM New Tracer with excellent Effects (3)
V289 SMAN MANDALBROT Another new updated Fractal generating prog.
V292 CHEQUE BOOK ACCOUNTANT Excellent way to keep track of Cheques
V293 NCOMM The communication package that you will need if.
V294 ED'S MED MUSIC MODULES Theres various music modules
V295 C64 EMULATOR Helps to assist C64 users upgrading to the Amiga.
V298 NORTH C V1.3 (2) Unpacked Version of the best c programming prg
V301 EYE OF THE BEHOLDER HINT BOOK Inc Maps, Strategy & Solution.
V304 CHAOS STRIKES BACK HINT BOOK Inc Maps, Strategy & Solution.
V306 A-GENE V3.125 Lastest version of the Family Tree program.
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V321 UEDIT WP Another excellent Word processor with loads of extra features.
V323 ANALTICALC SPREAD SHEET (2) At last a new version that works. Excellent
V325 SOUND TRACKER CONVERTER Converts music modules in executables.
V328 ATCOPY-E Copies from one side of your bridge board to the other (Amiga-2-PC)
V329 MESSY SID Converts/Transfers Amiga Text over on to IBM Pc Disks, & back.
V330 RED SECTOR INC EXTRA DISKS (2) Inc instructions,Extra Bobs & utilities.
V332 AMIGA PUNT PROGRAM Horse racing prediction programfor .
V333 KING JAMES VERSION OF THE BIBLE Packed on four amiga disks **(4)**
V337 SPEEDBENCH WORKBENCH Another variant of the workbench disk
V338 TRANSFORMER V3.3 Latest version of the IBM Emulator disk.
V339 SPECTRUM EMULATOR DATA DISK 1: Adventure Classics needs v216
V340 RED SECTOR INC: VECTOR EDITOR requires v85 to use the vectors
V341 CLIP ART COLLECTION 2: Eight more disks totaly packed. **(8 Disks)**
V349 SID (V1.06) Translates Atari ST & IBM Text files to the Amiga computer
V350 BUSINESS CARD MAKER Design your own Business cards on the Amiga
V351 SUPERBENCH WORKBENCH Replaces your original workbench disk
V352 RADISH HOUSE MUSIC SAMLES III & EMF SAMPLES More Sampled **(2)** sounds/Instruments for sound tracker.

GAMES SELECTION

0982 MONOPOLY & CLUEDO GAMES
1248 DRAGONS CAVE Excellent Game
1255 THE SIMPSONS Control BART
1328 WHEEL OF FORTUNE One of the best Quiz game's, As the series on TV
1335 WIZZYS QUEST Excellent Game
1341 DOWN HILL SKIING Arcade Game
1367 BLACKJACK The Casino Simulator.
1370 HACKLITE Dungeons & Dragons
1374 TENNIS Excellent Tennis Simulator
1420 DTRIS Played Tetris Well, This is the best version to Date (With 2 Player option)
1454 MEGA BALL (THE BEST ARKANOID GAME,Better that any Full Price Games).
1534 THE HOLY GRAIL Text adventure simular in styleto the inforgam games.
1561 TRITWIS This is the best version of Tetris on the amiga with a 3 play option.
1563 GREYSLAYER A very nice game simular in style to barbarian. Hack n slay
1580 NETHACKA fantasy game in which your goal is to retrieve the Amulet (2,2D)
1597 ROLLERPEDE A space aged version of the classic centipede game.
1622 LORE OF CONQUEST War game simular in concept to the game RISK.
1663 PROPERTY MARKET A strategy game within the house market business.
1664 THE CASTLE ADVENTURE New Text adventure simular to the infocom
1665 BATTLE FORCE ROLE PLAYING Fight in robot form within this excellent game.
1695 NAPOLENIC WAR SIMULATOR Excellent program sent direct by the author.
1707 IMPERIUM Another excellent strategy game based apon Roman time.
1735 ASTERIODS 'THE ORIGINAL' Another old classic. Remember that Classic.
1747 LLAMATRON GAME 2001 By Jeff Minter Briliant stuff & Excellent production
1749 SCRAMBLE The Original Remember that old classic well is now on the Amiga.
1769 SKATE TRIBE Skate board game simular in style to skate or die. Excellent.
1795 GAMES Vol1: Sky Fight, Larn, Jack land, Bouncer,Blue Moon,Welltrix & Othello.
1796 GAMES Vol2: Drip, Bally, Amoeba, Tron, Chess II, Tiles, Daleks, Yahzee & Stepz
1797 GAMES Vol3: Asteriods, gravity Wars, Pong,Orbit3D,MiniBlast & Gravattack.
1798 GAMES Vol4: Car, EgyptianRun, Cheats, Mr munk, Mutants & Backgammon
1799 GAMES Vol5: RollOn, , Cat&mouse, SYS, Cosmo, Mazeman,DAD & Pharaoh.
1800 GAMES Vol6: jumpy, King, Raps, CRobots, Death, Breakout, ATC & Tiny.
1801 PD GAMES Vol1: Tanx, Roller pede, Amigoids & Cave Runner (Boulder dash)
1802 PD GAMES Vol2: Girl Action (Space invaiders), Missile Comand, invaiders, Batty II, Maze game & Think
1816 SUPER TWINTRIS Final version is here. Totally playable & all levels complete.
1818 RAPHAELS REVENGE The only Pd beat' em up game with an armed Turtle.
1870 PATIENCE'S & DOMINOS famous card game, this is the best version to date.

AMOS PD

APD146 FRUIT MACHINE SIMULATOR
APD151 UNDERSTANDING AMOS The Amos Tutorial Program Disk. A must
APD163 THE SAMPLE EDITOR V1.2
APD176 AMOS DATABASE MASTER
APD190 BLACK BELT KARATE GAME
APD198 BOMBS FROM BAGDAD
APD200 DUNGEON MASTER SHELL
APD215 FRACTAL WORKSHOP
APD221 AMOS BINGO GAME
APD234 AMOS TEXT W. PROCESSOR

DEMO DISKS

1404 EMIGMA BY PHENOMENA This is a excellent mega demo with great graphics
1441 THE PLASMUTEX 1991 by The flame Arrows. Madonna Music & some excellent graphical effects to run alongside.
1471 ACES OF THE SKY Agatron:35 The latest animation of two planes (*)
1532 ALIENATION AURAL ECTACY
1547 JETSET 'OVERLOAD' The MTV Braun European Music disk selection
1578 GLOBAL TRASH BY SILENTS A Truly superb interactive demo. One of the best.
1586 PAPA DON'T PREACH Excellent sampled Madonna music.
1592 ITS ON YOU BY MC SAR This is the best house music (2,2D)
1618 KGB MEGA DEMO This disk is totaly brilliant & realy well presented. Better sections that Budbrain II (2)
1625 INDIANA JONES & THE LAST CRUSADE The Hi-Res Slide show **(2)**
1629 THE SIMPSONS Animation: By Decay, Totally excellent disk.*
1669 MADONNA (2) Shes back with more excellent pictures colour pictures.
1671 MAGICIAN ANIM VERSION * 2 Anothr Excellent ray traced Animtion.
1698 REINCARNATION OF SGT (2) PEPPER Freaky colourful graphics.
1713 PLAGUE OF DOOM The Ultimate Music selection collection disks (2)
1715 SINKING DEMAND/VECTOR is a cool looking mega demo with colourful FX
1720 MANIC RAVES BY EMDLESS (2) PIRACY Excellent hard hitting tracks
1728 MYSTICAL BY VERICAL Superb choice of music tracks to listern too.
1729 NO TECH BY BASS: Loud music and animating effects. very good disk
1736 MADONNA Slideshow III another Madonna slide show packed on (3)
1740 DRUMS & PIPES Music collection high Quility sound not to be missed.
1741 KLF MUSIC DISK Sator presents this great music disk production disk.
1742 CRUSADERS EUROCHART JULY See what the best Mega demos are, the best games, utilities & loads more.
1746 ANARCHY INSPIRATION IS NONE Latest & the best ever mega demo from the demo groups. Inc excellent Animations.
1748 SILENTS MEGA DEMO CALLED ICE This is there latest mega demos & is totaly stunning,Totaly Excellent Thanks Silents.
1762 TERMINATOR II SLIDE SHOW There's some excellent pictures from the film **(2)**
1764 PURE METAL CODERS Another mega demo with more excellent effects & music.
1767 GOLDFIRE ULTIMATE FX There's some excellent demos lately
1768 DARKNESS MEGA DEMO II Another well done mega demo disk.
1812 ALIEN BLIP MOVIE (2) ???
1843 MADONNA VOGUE MUSIC (4) The full madonnsingle on computer
1854 WRESTLEMANIA VII (2) All the Stars of the WWF battle it out on disks.
1856 MADONNA FOLLOWING YOU (2) She's back with another music disk.
1858 LIFE OF BRIAN SLIDESHOW The mad & wacky group are back
1859 MADONNA RESUCE ME MUSIC
1860 MONTY PYTHONS TRAFFIC LIGHTS
1865 ROBIN HOOD SLIDE SHOW
1886 THE BASS LINE MUSIC DISK
1890 STAKE YOUR CLAIM MUSIC (2)
1892 SYNTHETIC POWER BY CAVE
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1901 BURNING INDEPENDANCE MUSIC

BRAND NEW DEMOS

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1911 HEROIC DREAMS 1 - 4 (4)
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1918 BEVERLY HILLS 90210
1919 FRIDAY 13TH SLIDE SHOW
1920 VECTOR DANCE II
1923 MUSIC DREAM BY PHENOMENA
1927 NOISETRACKER TUNES BY ACTION
1929 METAL MELISSA BY ANIMATION
1933 WHAT A RUSH BY BRONX
1946 RODLAND PLAYABLE PREVIEW
1947 THE SILENTS PRESENTS A NEW MEGA DEMO CALLED: FRANCE
1950 R-TYPE II PLAYABLE PREVIEW
1951 CRYSTAL SYMPHONIES BY PHENOMENA (MEGA DEMO DISK)

ERIC SCHWARTZ

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0981 Stealty manoeuvres II & Flyby.
1034 At The Movies Animation (1Mb)
1085 Swis Army on Manoeuvres (1Mb)
1582 Amy vs The Walker Animation
1609 Three more Stealthy Manoeuvre
1700 Anti Lemmins Animation Requires 2Mb (2 Disks both unarced).
1702 The Dating Game Animation Requires 3Mb (2 Disks both unarced).
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1842 The Shuttle cock Animation (1Mb)
1850 Late Night & The Terminal Anims.

STAR TREK SELECTION

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1030 The Bird of Prey Animation (1Mb)
1031 The Fleet Maneuver Animation
1032 The Wraith of Khan Animation
1033 The Approaching Star Trek (1Mb)
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1107 Star Treking Song (2,2DD)
1254 Star Trek The Shoot m Up game
1349 American Star Trek Latest with extra sound & graphics (2D,2disks)
1465 NCC Worker bee Star Trek Anim*
1696 The Star Trek trivia quiz game
1835 The New Star Trek Game (1Mb)

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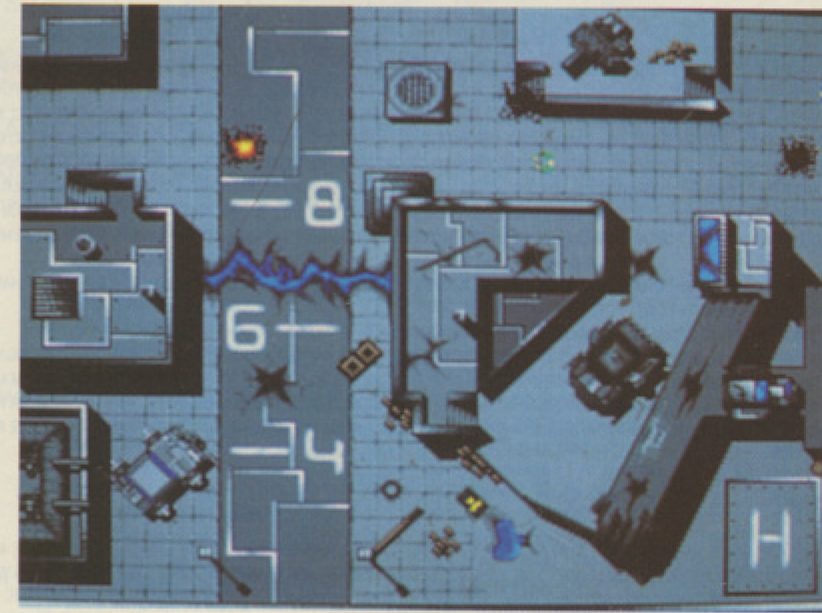
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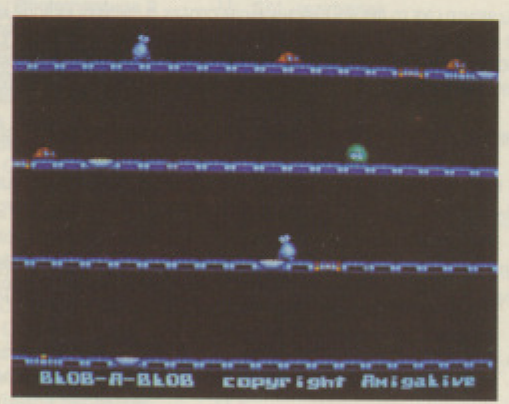
BAZOOKA JOES

In a bumper month for PD games, Oxygen have released *No Man's Land*, a two-player shoot 'em up set over 8 levels. The game offers a bird's eye view of the action, set over a series of war-ravaged hi-tech settings, with the overall aim being to wipe out your opponent with an assortment of grenades, bazookas, machine guns and missiles. Such power-ups are liberally dotted about the screen and it's a race against time as to who reaches them first. Simple but fun. Virus Free PD, 1747, ★★



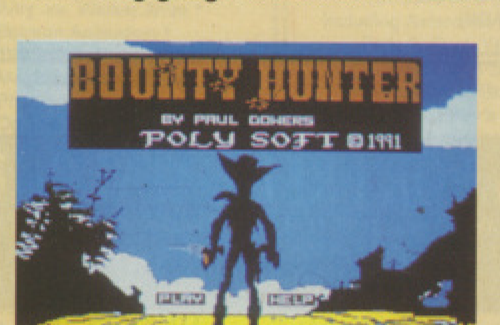
RETURN OF THE BLOB

The latest compilation disk from 17Bit features four demos and an addictive platform game for your money. None of the demos offer anything new, failing to improve on anything that's been seen before, although Axxis' *Innovation 2* has a neat program that enables you to call up facts about each planet in the Solar System. *Blob-a-blob*, however, is a wonderful little game. You control a green blob which has to be guided along rows of platforms, avoiding various bugs and nasties while lighting up each tile as you pass over them. Movement from one platform to the next is achieved by using transporters and there are numerous traps scattered about, such as lava pits, to keep an eye out for. You can't actually blast any of the bugs away, but by hitting the fire button at exactly the right time it's possible to jump out of their way. 17 Bit, 1060, ★★



HIGH NOON

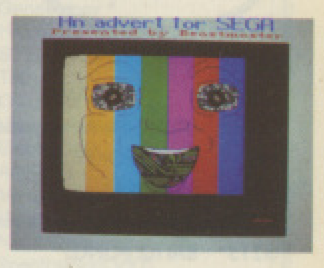
It's 1847 and the American Wild West is no place for law-abiding citizens. Marauding gangs of bandits and outlaws roam the countryside laying siege to small towns and settlements. You're a bounty hunter, the best in the business, and you've been given the task of tracking down the 20 most-wanted criminals. Bedecked in ten-gallon hat, shiny silver stirrups and the gaudiest pair of cowboy boots you're ever likely to see, you have to visit seven towns.



Each one has a main street which includes a saloon where you can have a shot of red eye, ask the barman for clues or play a round of cards to raise some cash. There's also a doctor's to replenish lost energy, a sheriff's office for a description of the wanted outlaw, and a general store where you can either buy supplies or attempt to nick them from underneath the nose of the shopkeeper. Be careful, though, as if caught the mild-mannered shopkeeper will attempt to blast your head off. The game is over when you've successfully forced the 20 outlaws into early retirment by an arcade shoot out in the main street. Go get 'em, par'dner. Pollysoft PD, ★

PULL THE PLUG

After the toilet humour of Beatmaster's *No, no, Domestos* ad remix (reviewed a couple of issues back), he's been let loose on the Amiga once again and come up with an hilarious spoof on the Sega ads, complete with a bittingly funny rap and hi-tech tune. If hearing about bodily functions, sebaceous glands and acne-covered sullen youths is your cup of tea, check it out. PD Soft, 1866, ★



LET'S GO MENTAL

Doncaster-based Mental Images' first games pack is mighty impressive, considering all three games are their own work. *Gridrunner* is a hybrid of Jeff Minter's psychadelic shoot 'em up of the same name and the ancient coin-op, *Centipede*, and involves blasting a snaking set of spheres into nothingness while avoiding falling boulders and lightning bursts. *Invaders* isn't a souped up version of its famous namesake, but a satisfying blast in which you have to defend your starbase from galactic battleships bristling with weaponry. The last game, *Rebound*, is a competent version of *Breakout* with lots of bells and whistles. There's also an editor included, so you can design your own levels for extra enjoyment. The guys behind the disk are working on six more games and we'll bring you a review as soon as we get our mitts on 'em. ABOTS, ★★★★

A RIGHT RIBETTING GAME

Geordie crew, the Assassins, have come up trumps again with their latest games disk, volume four in an on-going collection of great games. This time, there's a super version of old time classic coin-op, *Frogger*, as well as a polished Connect-Five board game, a mastermind clone, yet another version of the arcade race game, *Tron*, as well as an immensely frustrating platform game and *Klondike*, an American card game based on Solitaire. Six games on one disk can't be bad value, and all are top-notch.
Vally PD, Disk 1226, ★★★





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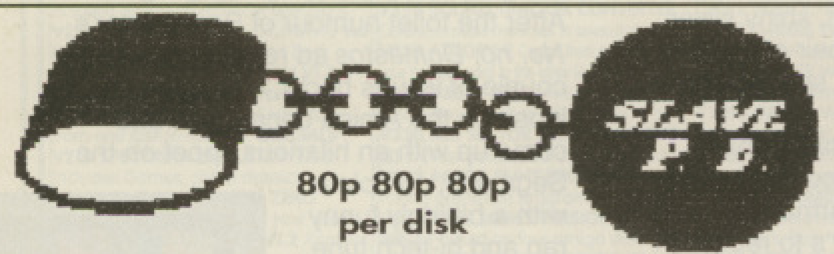
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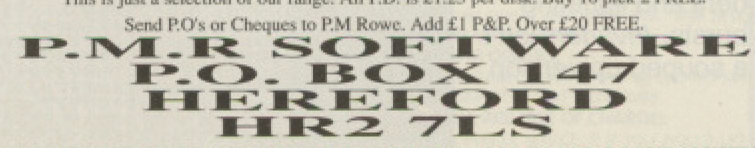
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Type of Program:

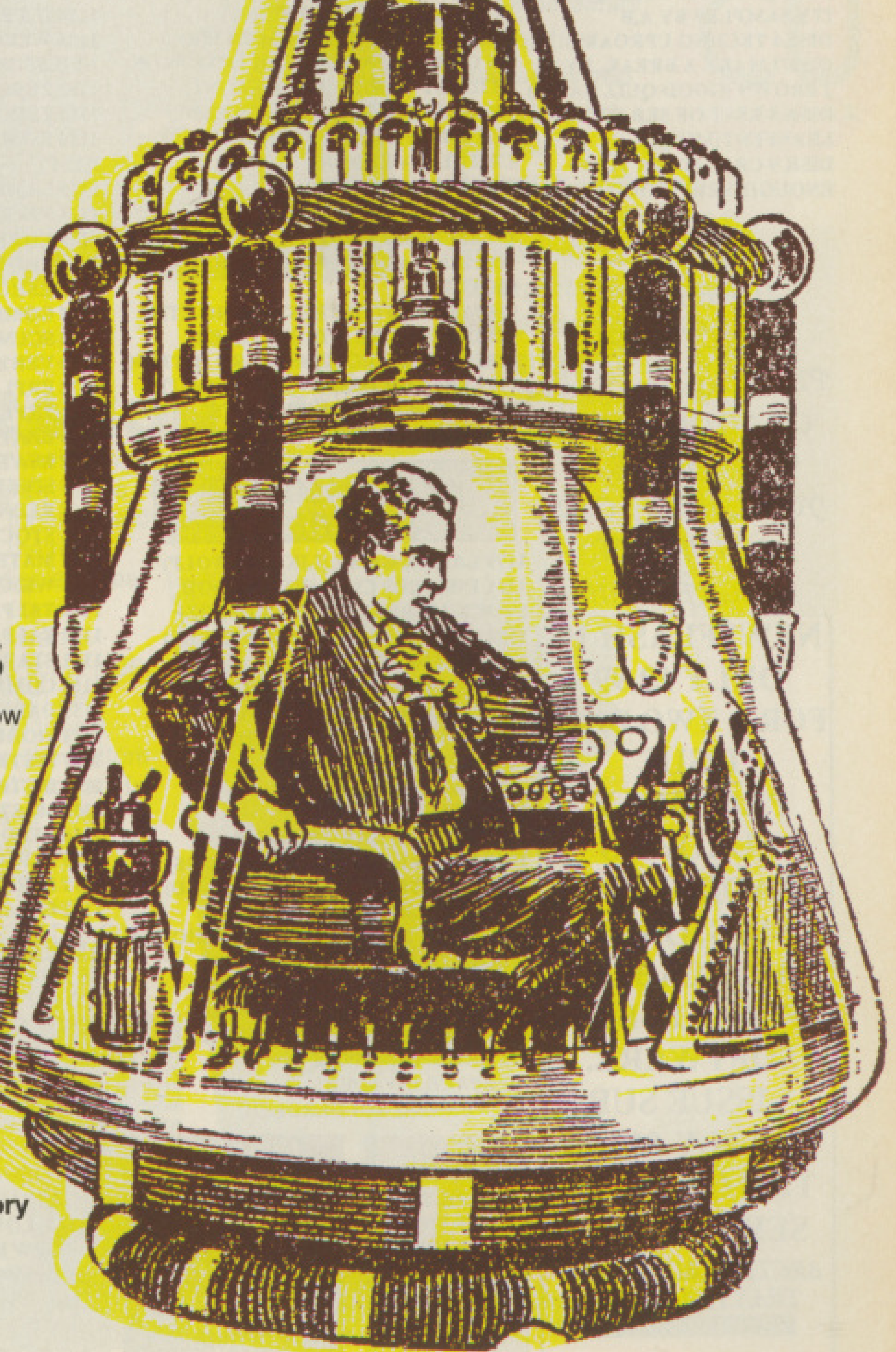
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AUTHORS AND SOUGHT



COMPETITION WINNERS

Only one winner this month culled from the numerous entrants in our **MC Hammer** competition. There were over fifty entries in the end, with the occasional one still arriving. It was a tough competition to judge, but in the end the variety and originality of Gary Master's tune took first honours. Incidentally, could the author of Bill Mason's Gone, and Wendy Tucker's Found please contact me as I've lost your address. Thanks .

BRILLIANT MACHINES

Are you that great, British eccentric? Do you perhaps know someone who's doing something wacky with their Amiga? Have you pushed our favourite machine beyond all reasonable bounds?

If you can answer yes to any of the above questions, CU Amiga would love to hear from you – and thrill to the thought of seeing your ideas splurged across the pages of over 100,000 copies of this magazine.

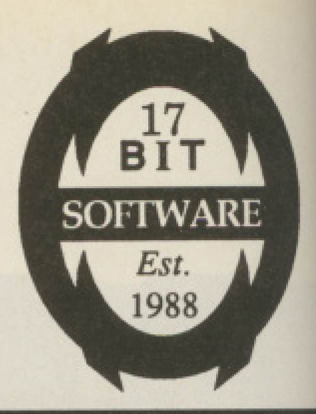
If you think that you can help, please drop me a line at the CU offices. Address your letters to; **Mat Broomfield, My Brilliant Machine, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

Incidentally, to Steven Hicks, whom I met at the June World Party in Lincoln. Thanks very much. You're a total lifesaver!!!



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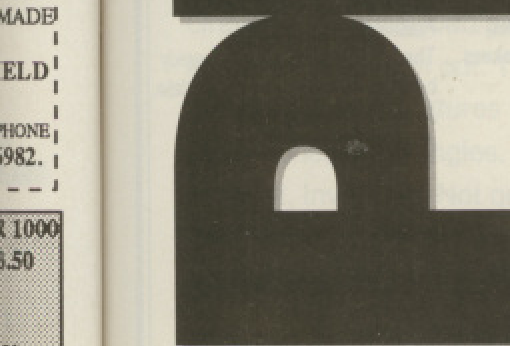
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PD UTILITIES





Martin Rayner reviews some of the best PD utilities to hit the streets.

ARTWERX SCREEN DESIGNER (Kickstart V1.3 only)

This program helps you to design blocks for compound screens used in games in which memory is at a premium. Rather than draw an entire screen, a small number of interlinking blocks are designed. These are then repeated all over the screen until the picture is formed.

The main work screen consists of the design window and the block instructions. There are commands for Load/Save screen, change screen colour and block X/Y direction. You will need a paint program such as *Deluxe Paint* to draw your graphics.

There is also a Copper Writer on the disk and Docs are included for both programs. For serious users only. AMIGANUTS 1083, Licenceware. ★★★



Compound screens are like computer Lego.

EVO (EDUCATION III)

Man's been around for an awfully long time – 20 million years, in fact. This nifty program takes you on a guided tour of our cranial development, together with historical notes and other such details. The main screen consists of a visual display area that can show 601 different crania (skulls) along with their genus and species. There is also a time scale indicator which will show you when the transitions between various Hominid forms took place. Situated at the bottom of the screen are five control gadgets for Help, Text, Map, Glossary and Notes. The text option gives you information on the currently displayed species, and the Map option shows you the African Hominid Fossil sites. AKORE ED3054.

★★★★





TITLEGEN

Used in conjunction with a genlock, *TitleGen* allows you to create vertically-scrolling video titles.

Text is entered using any standard Amiga text editor which Titlegen automatically centres. There are six script commands to spruce up your output, all of which are easily accessed. These allow you to set the text colour to White, Grey or Blue, set the scroll speed and even freeze the display. The program also supports all Amiga Fonts and can wrap back to the beginning of a file and continuously scroll the text. TitleGen will run from the Cli but works best from its own bootable disk.

CU VIDEO LAB

The *Adventure Construction Language* is also included on the same disk. It allows the user to create complex graphic adventures of the Magnetic Scrolls variety. Although it will take some time to learn, there is no other product for the Amiga that offers you so much power. AKORE PR9230.

★★★

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PD UTILITIES

THE WEATHER

If you want to be the next Michael fish or Ian McCaskill (and let's face it, who doesn't?), this interesting utility will tell you how to forecast the weather. You will need two objects to use it: a barometer and some means of finding the wind direction (weather vane, wet finger etc). The screen is icon-controlled and information is entered by clicking on the appropriate button. There are three gadgets used for making a forecast: a Barometric Pressure (BP) scale, a pressure rising/steady/falling selector and wind direction control. As a test I set the BP scale at 29.0, falling fast with an easterly prevailing wind, and my forecast read: 'SEVERE STORM WARNING! Strong NE gales; Heavy rain or snow (in winter), followed by a cold wave.' Could this be how the MET office do it?

Also included on the disk is a Sun Event Calculator, which will show you the sunrise and sunset times for any date. 17BIT 985.

★★



AMIGA FOX

This is a binary-only text processor with graphics capabilities. There are four pull-down menus titled Project, Text Editor, Graphic Editor and Charset. From within the project menu you can choose to use either the Text editor or the Graphic editor, set up your printer and save the preferences. The Text editor has standard features such as load, save, find etc. The Graphic editor will load/save IFF pics and also print them out. There are key function features for Draw, Lines, Rectangles, Floodfill, Invert etc. Not quite a DTP package – nothing special . PD-SOFT V105.

★★

MESSYDOS

Have you ever wanted to access PC compatible files on your Amiga? If so, then this program is what you've been looking for. You install the utility on a separate disk then load it in the normal way. The internal drive (DF0:) will now also become MS0: enabling you to read PC Text files. These files will have to be placed into a Text Editor or Word Processor to be viewed in AmigaDos format. AKORE Freepost, Akore, Nottingham NG1 1BR. (Freephone) 0800-252221

★★★★

LANGUAGES. C by M Brandt.

If you're interested in learning how to program in C language then this disk is well worth looking at. C provides good data structuring facilities and program organisation. There's a tutorial on the disk which will help to make learning as painless as possible. Everything that you need to start programming in C is included on the disk. There's a 68000 C Compiler, an error message program, assembly and utility drawers. There's even a program called XLisp which is an experimental object-oriented language.

AKORE PR9149 ★★★

VLabel 1.20

Personalise your stationnary with this handy utility which allows you to print IFF graphics and text onto labels, envelopes, etc. You can enter up to 50 text lines, and merge them with graphics. You can position each line of text anywhere on the page and use any Font that you wish. This program will operate with most printers. Also included on the disk is a D50 Editor for use with the Roland D50 synthesiser. AKORE UT4001 ★★★

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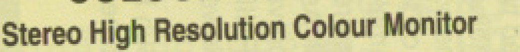
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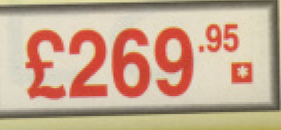
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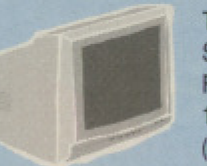
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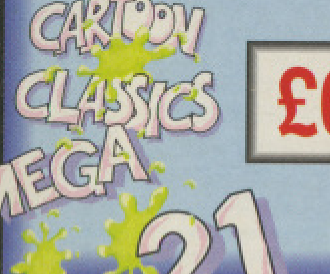
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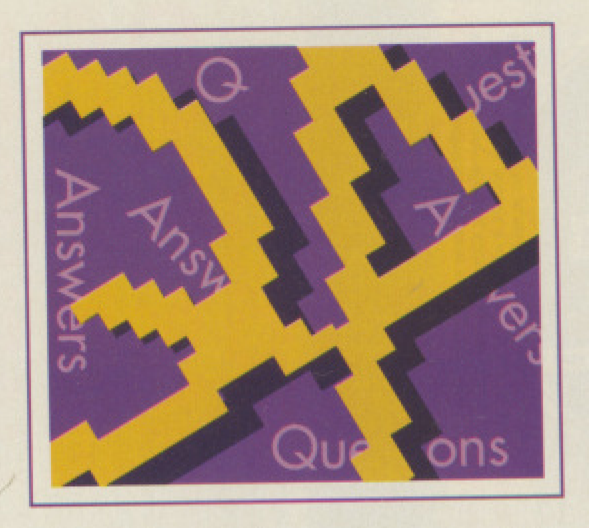
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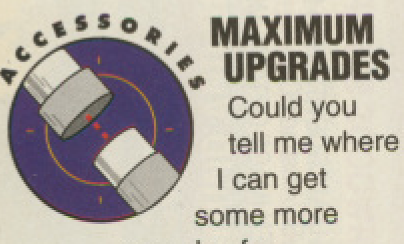
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CU Amiga's very own Mr Fixit, Martin Rayner, once again attempts to sort out your technical queries and quibbles and set you on the road to a problem free future.

As usual, our mailbag is filled with heartfelt pleas for help from loyal readers all over the world. 'Martin know-it-all' Rayner is to computers, what Henry the Eighth was to headaches. So, if you have any Amiga-related questions, jot them down and send them to him at this address: Q&A, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



MAXIMUM UPGRADES

Could you tell me where I can get some more samples for *Protracker*? Also, what is the maximum memory upgrade for the A500? Finally, is it possible to get my hands on Workbench 2.0?

Andrew White, Herts

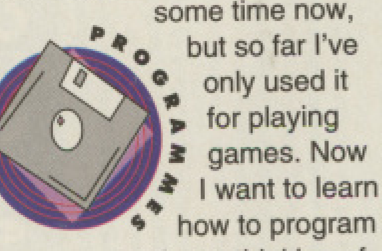
Protracker uses single octave samples, so any samples of this type will be suitable. Because Soundtracker and MED both use the same type of samples, the public domain libraries all have plenty of sample disks available. There is a series of disks which were originally sampled for use with Master Soundtracker called the ST-series. To my knowledge, there are at least six disks in the set, and these are all compatible with Protracker.

As for your memory upgrade, the Supra Corporation have just released an eight megabyte upgrade for the A500 called the SupraRam. This unit comes in a sleek white metal casing and plugs into the RS232 slot at the left-hand side of the computer; and it doesn't even invalidate your computer's guarantee. Memory can be added in one megabyte blocks.

Eight megabytes is likely to be more than enough for most users. Animation is one possible application that could use all-eight megabytes without too much trouble. I have heard of cases where people have managed to adapt their A500 so that it can access 32 meg of memory, but I'm afraid I don't have any more details on that. Can anyone help?

Commodore Sales tell us that there are a limited number of 2.0 upgrades available in Europe. A price has yet to be set, but a figure around £90 seems likely. The chips are enhanced, but many of the improvements will only be noticable to programmers and graphics users. Call them on 0628 770088.

PROGRAMMING LANGUAGES



I've owned an Amiga for some time now, but so far I've only used it for playing games. Now I want to learn how to program and was thinking of learning Amiga Basic because my friend said that it is the easiest language to learn. Once I've mastered that I thought that I could progress to learn C or machine code. What do you think?

Sheema Faruq, Teesside

The Basic language was originally invented as an instructive tool which would introduce students to the fundamentals of computer programming. Its use of English words made it more accessible and understandable than the numeric instructions of pure machine code. Since its conception, there have been many versions and these vary both in terms of speed and power. Spectrum Basic, for example, has a limited number of commands, and is therefore restrictive in its potential use. Although it is possible to achieve higher functions with this version of Basic, it's relatively clumsy and slow to use. Microsoft Basic, which the Amiga uses, is one of the more powerful versions of the language. Even so, the Amiga version can be idiosyncratic to use and frustrating to learn.

If you intend to eventually learn a more powerful language like C or machine code, you may find it preferable to jump in at the deep end and learn one of them right from the start.

Many people, myself included, believe that it is far harder to try and learn a second language such as C if you already know Basic. Although much of the time you are performing similar functions, the syntax of the commands needed to achieve specific result is very different. Programmers often find themselves thinking in terms of one language, whilst trying to program in another.

Although Basic will introduce you to many simple computer concepts, you may find that in the long run it would have been better if you'd not bothered to learn it.

Having said that, there are several other Basics available for the Amiga, which are faster and more enjoyable to use than Microsoft's version. GFA Basic and Hisoft Basic are two of the best regarded. A number of commercial programs have been written using one or the other of

these versions, which goes to show that you can produce professional programs without having to learn machine code. You can buy both programs, as well as tutorial books from: Centresoft, Units 2&3 , Holford Way, Holford, Birmingham, B6 7AX. Tel: 021 356 3388.

WHY A2000?

EXPANSIONS

I've noticed that A500 owners can upgrade to an A2000, offering the A500 in part exchange. As this costs about the same as a hard drive, which would you buy, the hard drive or the A2000? What are the advantages to owning an A2000?

Paul Hayman, South Glamorgan

I agree, the upgrade offer does looks very tempting! Before you can make a choice between the relative merits of a hard drive or an A2000 you must first identify what uses you want to put your machine to.

A hard drive can provide you with a convenient method of storing large amounts of data for programs which you either use regularly, or which would otherwise require a lot of disk swapping. Examples of these might be word processors and art packages, which are used frequently, or C compilers which are sometimes spread over five or more disks. As hard drives can access data up to 52 times faster than floppy drives, they are also useful for any programs where loading times need to be kept to a minimum. Reference works such as *STD Index* and the *Software Directory* are ideal candidates for hard drive installation.

An A2000 offers entirely different advantages. It's 99% compatible with the A500s. One of the primary advantages of the A2000, however, is its expandibility. It has an open box architecture and contains eight expansion slots as standard. You can plug a variety of power-enhancing pieces of hardware into these slots. These include hard drives, accelerator and graphics boards, emulators and memory upgrades. One other minor advantage of the A200C is its detatchable keyboard. Not a big thing I know, but it certainly makes life easier when you're banging away at the keys late at night.

To summarise: if high capacity data storage with fast access times would satisfy your requirements, the hard drive is your best option. If you require a system with a bit more oomph, which will allow you to add a host of useful extras, then the A2000 would better suit your needs. You can always add the hard drive later.

And my choice? I'd take the hard drive, and turn my A500 into something special!

HAM DISTORTION

GRAPHICS

Is there a way of overcoming the discolouring effect on adjacent pixels when using HAM mode?

Paul Hayman - South Glamorgan

The distortion you refer to is a direct result of using HAM mode.

When the Amiga was built, the designers wanted to give it a wider palette than the 32 colours available in its standard five bitplane mode. Although it would have been nice to give it twelve bit colour (4096 colours), the huge amount of memory required to store or manipulate images of this type made it totally impractical. A compromise had to be reached, whereby a wide palette could be used without the memory overhead. HAM mode was the result.

Each colour in the standard Amiga palette is made up of three components, red, green and blue. In standard graphics modes, every pixel on the screen is represented by a single bit (one eighth of a byte) in a bitmap. The more colours available, the more bitplanes are needed to store them. For example, a two-colour screen requires only one bitplane. A four-colour screen requires two bitplanes, etc.

HAM, which stands for Hold And Modify, uses a clever bit of programming to simulate 12 bitplane images in only six. It works by storing the normal colour information in the first four bitplanes. The remaining two bitplanes are used for colour modification data. Rather than offer true 12-bit colour, the Amiga can only change one component of a colour from the adjacent left-hand pixel. For example, if you wished to place a white pixel (red 15, green 15, blue 15) as close to a black one (red 0, green 0, blue 0) as possible, the closest you could get would be three pixels away. The intervening pixels would be coloured cyan (red 0, green 15, blue 15) and blue (red 0, green 0, blue 15).

In HAM mode there's also a base palette consisting of 16 colours. These 16 base colours can be placed adjacent to each other with no colour distortion at all. Many art packages allow you to specify what these colours are, but most palettes should include black, white and a few shades of grey. These colours are the most likely to cause distortion when positioned next to each other.

***Deluxe Paint IV* creates its own base colour palette, based upon the colours that you actually use in your screen. Although this takes control away from the users hands, this feature has been so well implemented that it's more effective than selecting the colours manually.**

RSI DEMOMAKER OBJECTS

PROGRAMMES

I recently purchased the *Red Sector Demo Maker* and it's a very good program. I've made a few nice looking demos, but I'd like to include my own graphics. I can make big logos, little logos and sprites which are easily created on *D-Paint.* What I can't do are vector-objects and ball-

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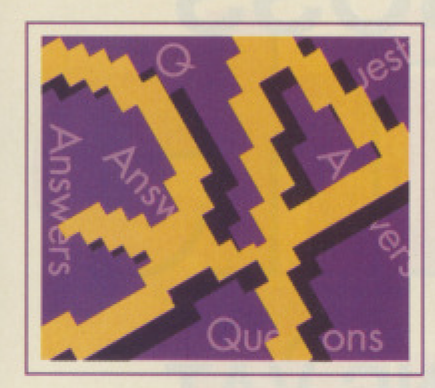
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objects. I can't even find anyone to contact for advice. Is it possible using *D-Paint*, or are there any programs on the market which can help me create these objects?
Erik Dioos, Lanaken Belgium

It seems that more and more people are recognising the power of the *RSI Demo Maker* program. With this increased popularity has come a range of extras disks, all of which are available in the public domain. Off the Wall PD can supply four disks of extras for the *RSI Demo Maker*. Two of these are simply a selection of ready-made objects and sprites. The remaining two are the vector-balls designer, which allows you to create your own ball objects, and the vector designer which helps you create 3D vectors.

HOW TO BECOME A PROGRAMMER

Having owned a Spectrum for five years, I finally moved up to the Amiga last Christmas. As I have a keen interest in computers, I would love to take up a career in computer programming and design when I leave school. I'm particularly interested in games programming. The trouble is, I haven't a clue how to get started in this type of career. I was wondering if you could offer me any advice?
Wayne Hardy, Alvaston Derby

Easy, really, but don't expect to be a millionaire over night. Programming is a precarious business and even the most professional teams, such as Graftgold, get stung. However, put a disk of your wares together and send it with a neat introductory letter about yourself. Keep the letter short, and then follow it up with a phone call regarding the possibility of introducing yourself. Be patient, too, as people like Probe, Images, and Core get to see and hear from hundreds of would-be coders, so don't expect to be able to jump the queue. Even if you can't program, you can still get work as a game designer. Most companies are willing to look at storyboarded ideas, especially when they've clearly been well thought out.

THE SECOND COMING

In your July issue, Jim Dorman from Bath asked about a program called *Life*, which simulates cell growth. He may be interested to know that there was an article in Scientific American magazine called Mathematical Recreations. I'm not sure which issue, but he could look it up at his local library.

My friend also says there's a program on the Mac or PC that simulates cellular automata, which is close enough.
Steve Meert, Chorlton, Manchester

Thanks very much for the information Steve. I didn't know about the article, but David Twigg-Flesner sent me two Amiga PD programs from Germany, one of which was simply called *Life* and was exactly the program that I think Jim was looking for. The other program, called *Life3D*, is a three dimensional growth simulator which allows the user to redefine all growth criteria. Both programs originated from clubs on the other side of the Atlantic. Although one of them is sadly defunct, the Tampa Bay Amiga Group (TBAG) is still operating. Alternately, British PD company Akore can supply versions of the 3D program.

DISK DRIVING

PROGRAMMES

After reading your startup-sequence tutorial, I searched for useful utilities on other disks. I discovered a program called *ShowAnim* which lets you run animations from CLi. Now I've started making my own demo, but only a few animations fit on one disk. I'd like to know how to make the Amiga ask for a second disk and continue the demo.
Iwan Westerveen, Ospel Holland

The utility that you're referring to is one from the *Power Packer* suite. Not only does it allow you play animations (and change their speed), but it also allows you to run compressed animations. If you obtain a copy of *Power Packer* you'll find that you can compress your animations by up to 40per cent. *Power Packer* is available from most public domain libraries.

Making the Amiga ask for another disk is simplicity itself. All you have to do is ensure that the second or even third disks all have different names. You can change their names from Workbench using the Rename option in the pull-down menu.

When you come to type in the name of the program that you want to load, you simply precede the name with the name of the disk it's on, followed by a colon. Suppose you want to load a program called 'Fred' which is on a disk called 'Names', type Names:Fred **to load it. Unless it's already in the drive, the Amiga will ask you to insert a disk called 'Names'. Easy isn't it?!**

RECORDING FROM AMIGA TO VIDEO

GRAPHICS

I write in response to Martin's reply to Mr Pinns enquiry about recording onto video tape. I have a very effective solution which is easy to do and which all video recorders are capable of. The problem is that both video recorders and Amigas output their signal on channel 36. The video can't tune in to a saturated signal at the same frequency as its own output, probably due to resonance.

The cure for this is to change the output frequency of the video which is done by adjusting the small turn screw at the back of the machine. The screw, which may have two semi circular arrows pointing to the numbers 32 and 40, allows you to change the video's frequency. If this is moved to another position which doesn't interfere with television reception, the problem is overcome. The TV will then need to be re-tuned to the video, and the video can be tuned into the Amiga without conflict. This provides a cheap alternative for transferring animation to tape.
Peter Gibbs, Herne Bay Kent

Wow! What a very thorough and useful answerPeter. I think that concludes that subject. Thanks a lot, Peter.
If you have any tips that you think other readers might appreciate, send them into Q&A.

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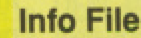
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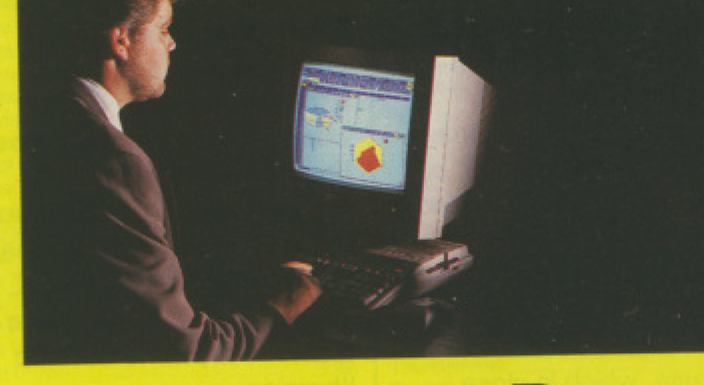
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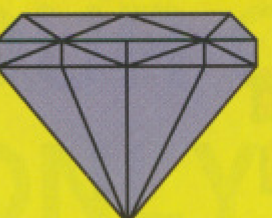
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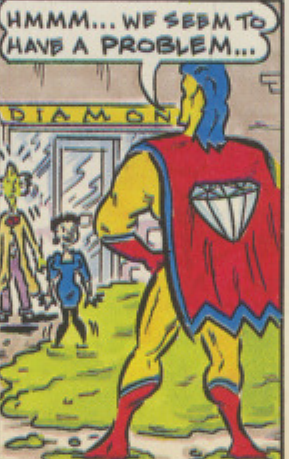








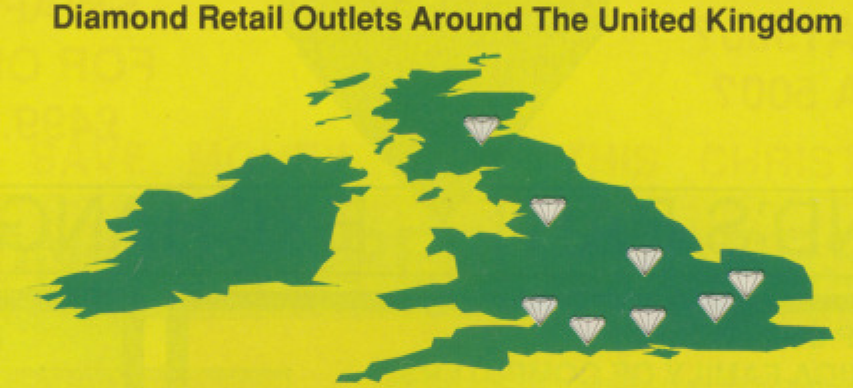




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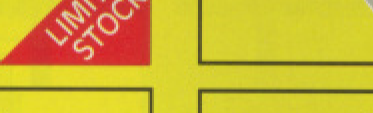
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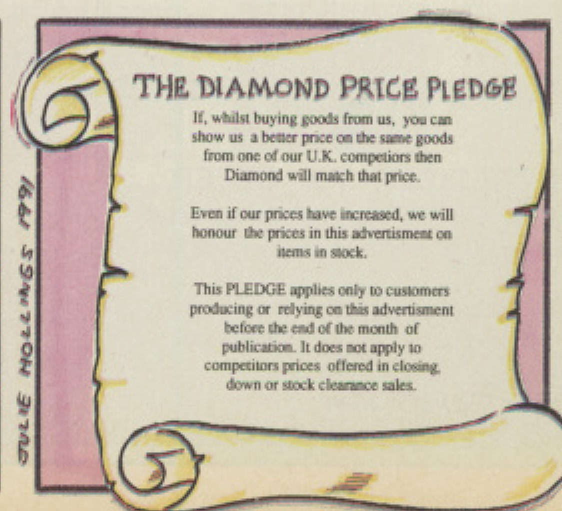
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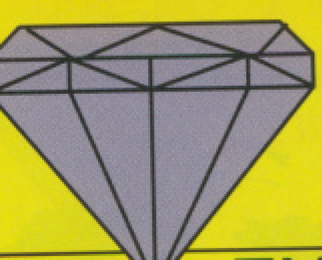








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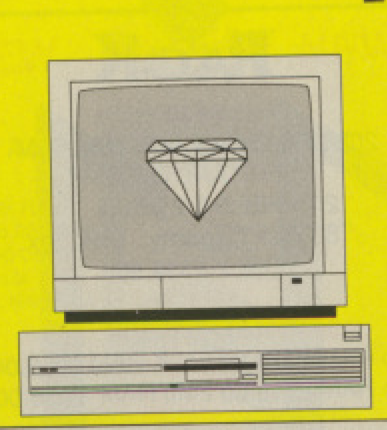
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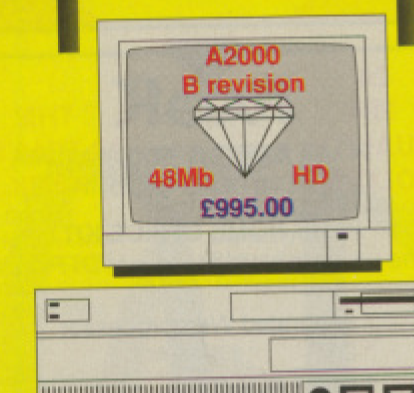
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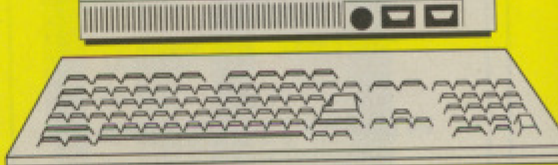
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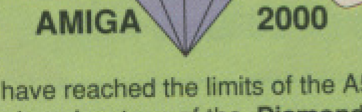












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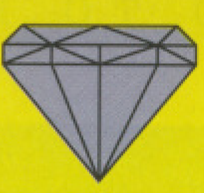
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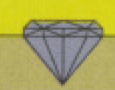


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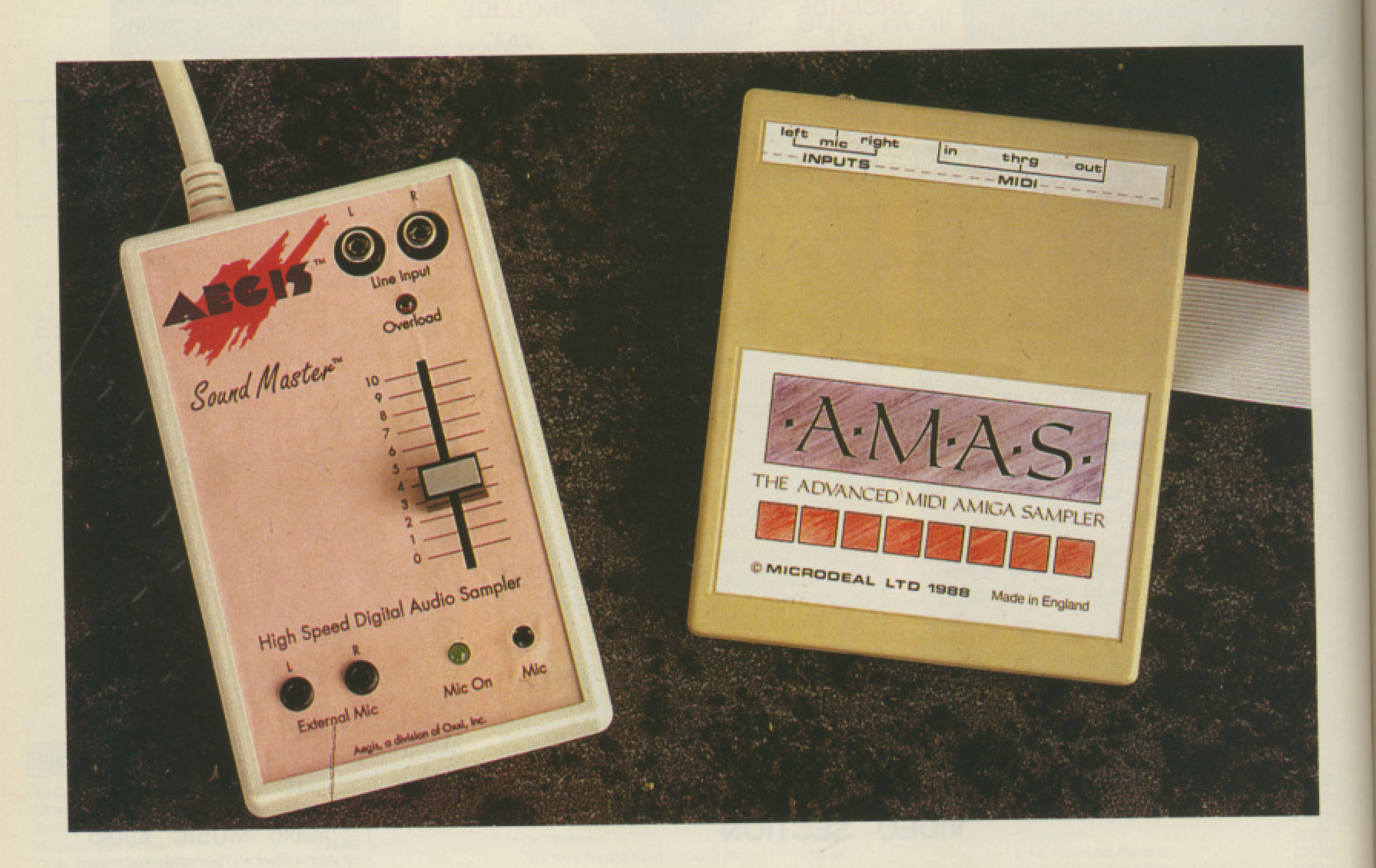
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SAVE AND SOUND

Is there a good reason why you should spend £100 or more on Microdeal's *AMAS* or Aegis' *SoundMaster*, when you can get a perfectly good Amiga sound digitiser for £40? Chris Jenkins samples their wares.

Both *AMAS* and *SoundMaster* use analog-to-digital conversion techniques that are common to all sound samplers. Both packs consist of a hardware unit which plugs into the Amiga, and software which allows the user to edit, store and replay the samples. Both are eight-bit samplers, using the Amiga's internal filtering to produce decent quality sound from this low sampling resolution. But the resemblance ends there!

Microdeal's *AMAS* comes with specially-written software and, at £99.95, it was the definitive Amiga sampling package when it first appeared, with its MIDI facilities opening up whole new dimensions to Amiga owners.

The £129.95 *SoundMaster*, from Aegis (distributed by Centresoft) comes packaged with *Audiomaster III*, a sound sampling program which is also available bundled with the even more expensive *Audio Engineer* sampler.

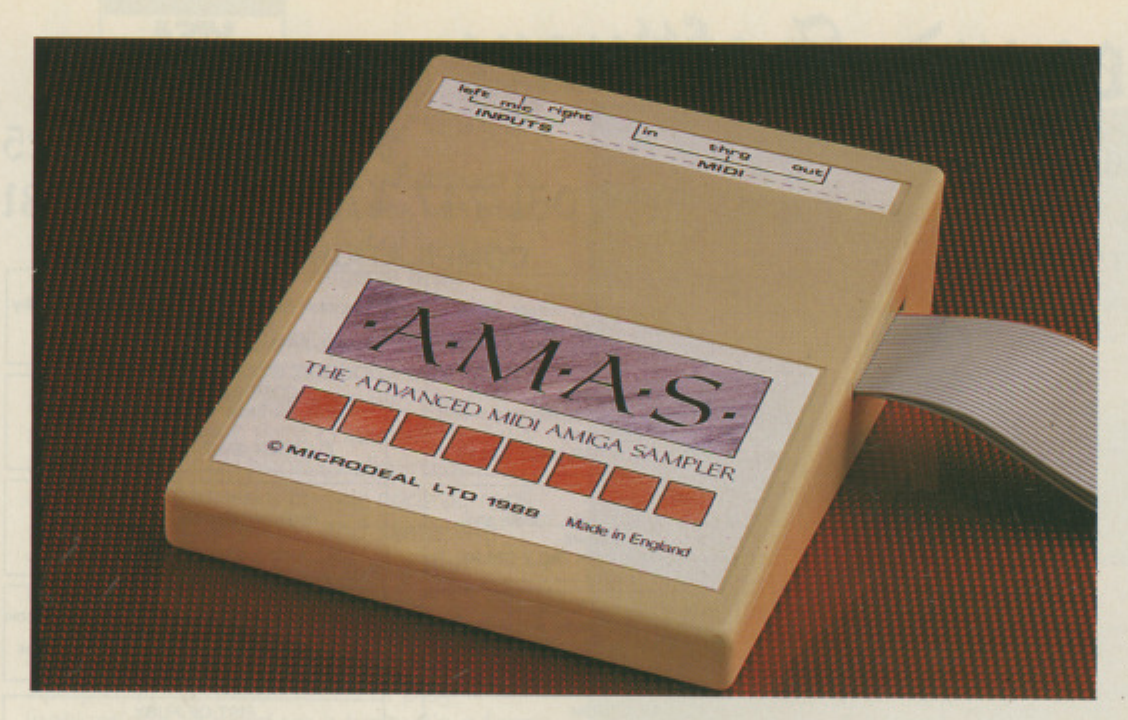
The rivals are ready – let the sampling commence!

LITTLE BEIGE BOXES

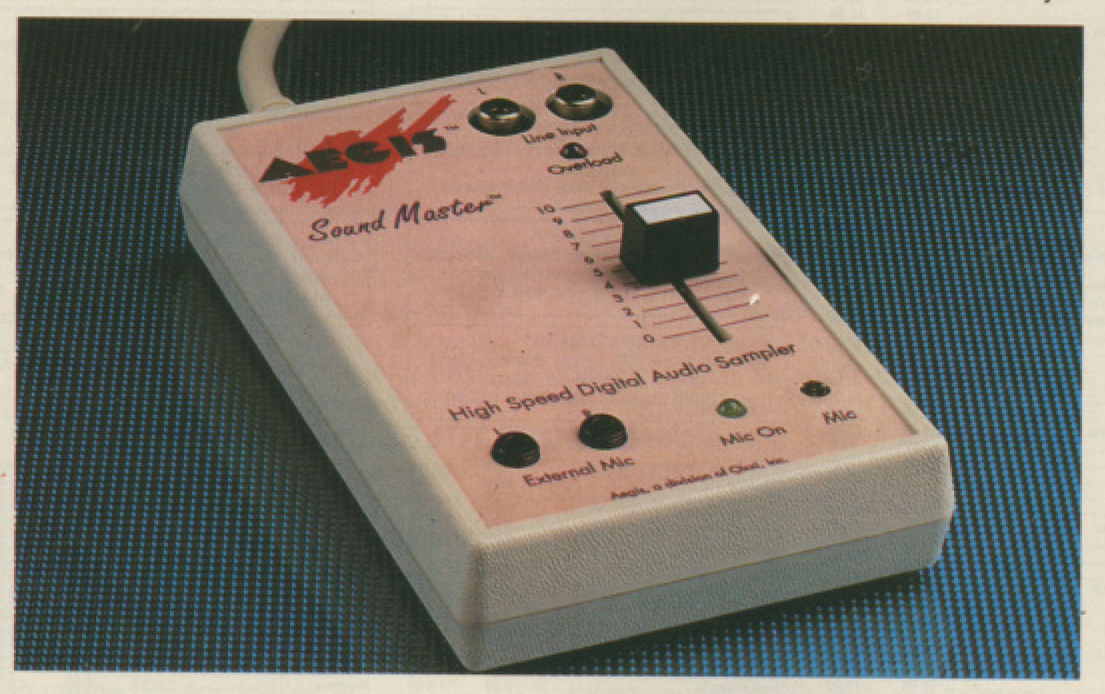
The *AMAS* (*Advanced MIDI Amiga Sampler*) hardware consists of a neat wedge-shaped Amiga-beige box the size of a half-pound slice of Cheddar. It

FEATURES COMPARISON TABLE

	AMAS	SOUNDMASTER
Line inputs	Stereo	Stereo
Mike inputs	Mono	Stereo, built-in mike
MIDI	IN/OUT/THRU	None
Hardware level control	None	Slider
Max sampling rate	28 Khz	56Khz
Sampling resolution	8-bit	8-bit
No. of sim samples	10	1
Data formats	Raw, IFF	Raw, IFF, Sonix
Price	£99.95	£129.95



Although there are many superficial similarities between the two samplers, there are considerable differences when you get down to specifics. *SoundMaster* is very user friendly and includes the superb *Audiomaster III* software. *AMAS* includes a MIDI interface and can be used via either the serial or parallel port. The variable level control and built-in microphone, as well as its choice of phono or jack plug inputs, makes *Sound Master* more flexible as a sampler, but MIDI musicians will doubtless appreciate the inclusion of MIDI leads which allow them to attach instruments directly.

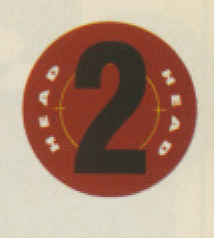


has two eighteen-inch long ribbon cables coming from the right-hand side; these terminate in 25-pin D connectors, one male and one female, so *AMAS* can be connected to the printer port of any Amiga.

On the back are two phono-type line level audio inputs, suitable for connecting CD players, tape decks and so on, and a mono minijack audio input designed for microphone level inputs. The audio input level is adjusted either from the source, or through the software.

Also, on the back are three MIDI ports for IN, OUT and THRU. They serve the standard function of receiving, transmitting or passing on MIDI information from electronic instruments, such as keyboards, synth modules or other sound samplers.

In contrast, *SoundMaster* has no MIDI features at all. This is a problem if you intended to make it part of a MIDI music production system. Your only consolation is that the hardware and sample editing features are excellent, and you could use *SoundMaster* to prepare your samples, save them as IFF files, and load them into a MIDI-compatible program using a separate MIDI interface to play the samples back.



The sturdy *SoundMaster* hardware has a three-foot connecting cable for easy positioning away from the Amiga if necessary. It has a built-in mono condensor microphone, too, so you don't need any external equipment to start sampling. But there are also stereo input minijack sockets for an external mike, AND stereo line-level input phonos. Green LED lights tell when the built-in mike is active.

SoundMaster's input gain control takes the form of a slider marked from 0 to 10. This allows you to boost quiet signals, or 'ride' the volume of long samples to avoid distortion, with the help of the red LED overload indicator. *AMAS* has a similar overload indicator, but it's in the software.

THE SOUND OF SOFTWARE

AMAS's main display features a stereo sample waveform window and twin oscilloscope displays with an auto-trigger marker function which helps you to set the recording level, and a mass of incomprehensible icons.

Ploughing through the decent 30-page manual makes things clearer. One icon accesses the Spectrum Analyser, which gives a moving graphic display of the frequency bands of the incoming signal; another activates the Listen function which blanks the screen for better replay quality; the slider is the sample volume adjustment, and so on. Many of these icons call up dialogue boxes; there are no pull-down menus, but if you click on the MIDI icon, a whole new set of gadgets appears.

AUDIOMASTER III

SoundMaster comes with a feeble 14-page handbook for the hardware, and a much more substantial 100-page manual for the software. In contrast to *AMAS*, the software is menu-driven.

The main display has a waveform window, and gadgets for major functions such as Play (either the whole waveform, just the portion shown on screen, the range between the start end end cursors, or the loop section); Zoom to magnify the display; Seek to find good loop points, volume adjustments and so on. All these have clearly readable labels (*AMAS* programmers take note!)

More complex functions are hidden in the menus, and to cover all of them we'd need a complete issue of CU.

There are seven main menus; Project features save/load options, mono/stereo mode select, and RAM scan to take sounds from the Amiga's memory. The Sample option brings up a mini-oscilloscope display with an auto-triggering record level mode, and lets you set the

DIGITAL SOUND TECHNOLOGY

Sound samplists are struggling to keep up with the huge selection of new digital sound formats, including CD (Compact Disc); R-DAT (Rotary-head Digital Audio Tape), a success with audio professionals which has not caught on in the home; CD-R (recordable CD), which is still in the £10,000+ realm; CD-I, the interactive audio/video system; CD-ROM, used mainly for mass data storage; Commodore's own CDTV system; and coming next year, a recordable digital cassette format from Philips, DCC (Digital Compact Cassette).



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SAVE AND SOUND

sample rate, which is fully variable up to 56Khz. This is higher than the 44.1 Khz used on Compact Disc, but of course the resolution of the Amiga is 8-bit rather than 16-bit.

The Edit 1 menu includes options to cut, copy, and paste sections of sample; invert waveforms; set areas to zero; swap the left and right channels; redraw the waveform by hand to eliminate clicks. Edit 2 covers cursor control, replicating looped sections and swapping the contents of the main and buffer memory.

The Sequence menu lets you define a series of start and end points in a sample, and create chains of play instructions to build up a tune; it's a form of mini-sequencer which is some consolation for having no MIDI options.

The SFX menu allows the addition of variable echo effects to samples; to turn them backwards, mix them together, add real-time echo and flanging to the input, and to retune samples to get them to the required pitch (some sample playing programs insist that sounds are stored at Middle C if they are to replay at the correct pitch).

The Options menu deals with the screen display and allows you to choose IFF or Sonix type files, switch on and off the Amiga's sound filter, and so on. And finally, the Hi-fi menu replays a sound with the screen display blank for best results, and to save samples in three-octave Sonix format.

SoundMaster's special features include the ability to use up to eight meg of Amiga fastmem for extra-long samples; and bonus programs like a 'virtual CD player' which can be programmed to play samples directly from disk, a more sophisticated oscilloscope, and utilities to merge IFF sound files.

AMAS's editing functions are nowhere near as extensive, but all the basics are there: cut, copy and paste, fade in/out, volume up/down, reverse, shrink, zoom in/out and so on. One unusual feature is Stereo Bounce, which fades samples from one stereo channel to the other. You can't, however, resample a sound at a different pitch as you can with *AudioMaster III*.

SAMPLING QUALITY

The quality of a sampled sound is defined by its sampling frequency and resolution. *MasterSound*'s sampling frequency can be above that of CD, *AMAS*'s is below; but like most other Amiga samplers, their resolution is 8-bit - they can distinguish only 256 distinct levels of amplitude when they sample a sound.

Professional samplers such as the Akai *S900* and Ensoniq *Mirage*, are 12-bit; more expensive models like the Akai *S1000* are 16-bit, offering the same replay quality as Compact Disc.



***AMAS*' built-in MIDI ports (in, out and through) are an added bonus which saves you at least £30 on a separate interface. Its phono inputs allow you to sample direct from most CD players and amplifiers.**

QUALITY SOUNDS

Although the *AMAS* hardware responds to frequencies up to 90 Khz (mono), the software's maximum sampling rate is 28 Khz in mono, 24 in stereo (playback is 28Khz in stereo); but you probably won't be able to hear any difference in quality between samplesplayed on *AMAS* and *Audiomaster III* unless you have your Amiga connected to a hi-fi system. Sound quality seems to be dictated by the software rather than the hardware - run *AMAS* on the *SoundMaster* hardware, and *AudioMaster III* on the *AMAS* hardware, and the *AudioMaster III* software still sounds slightly better.

AMAS's advantage over *AudioMaster III* is that it can play sounds from the Amiga keyboard by assigning a sample to each of the ten function keys, to save these sounds as 'banks', and to 'map' them individually to any range of notes received from a MIDI keyboard. This key-split function can play sounds over the entire 7-octave MIDI range; normally you can transpose (shift the pitch) of a single sample by only two octaves.

AMAS can be set to receive MIDI messages on any MIDI channel, or all 16 of them. Up to four Mono or two Stereo samples can be played at a time. *SoundMaster* allows you to play just one, but its sequence play option operates like a multi-loop feature and allows you to take a single sample and indefinitely loop it, thereby creating an entire song from a single sample.

GRAND CONCLUSIONS

Both *AMAS* and *SoundMaster* are good products, in different respects. *AMAS* scores highly for integrating MIDI functions with sampling, while *SoundMaster* has excellent hardware and the most extensive sample editing options available.

A SAMPLE OF CHOICE

Many Amiga sampling systems are cheaper than *AMAS* and *SoundMaster*, and a couple are more expensive. Look out for *Technosound Turbo* (£34.99 from New Dimensions, Tel. 0291 690933); *Master Sound* (RRP £39.95 from Microdeal, Tel. 0726 68020); and *Perfect Sound* (RRP £59.95, from HB Marketing, 0753 686000). The best is *Audio Engineer*, also from HB Marketing, which like *Soundmaster* comes with a version of the *AudioMaster III* software. Its quality is reflected in its cost of £199.

The trouble is, neither package looks too attractive at their current prices, less considering that you could put together a system such as New Dimensions' *Technosound Turbo* and a Disc Company MIDI interface, and have good sampling hardware, excellent editing features, real-time special effects and full MIDI implementation for around £80.



When it comes to sampling software and ease-of-use, Centre-soft's *Audio-Master III* is unrivalled.



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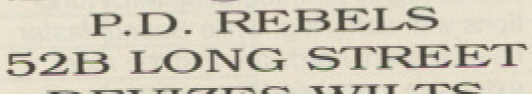
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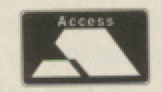
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BEESHU BLASTERS

American joystick specialists, Beeshu, have just released three new sticks via UK distributor, Euromax. Dave Kelsey puts them to the test, and gives his opinion on the tantalising trio.

THE ZOOMER

The *Zoomer* is designed for people who take their flight sims and driving games seriously. It's a yoke-type joystick which resembles a steering wheel with the top and bottom missing. To turn left and right, the stick is rotated one way or the other. Back and forward movement is achieved by tilting the joystick up and down. I found this rather tiring after a while, and my wrists ached badly.

There are two fire buttons, one atop each half of the 'wheel'. I found that my thumbs rested naturally on these buttons, and helped enhance my 'World War I fighter pilot' fantasy no end.

Having loaded *Flight of the Intruder*, I switched the ignition on and taxied along the runway. Pulling back on the hand grips, I smoothly lifted my F4 Phantom into the sky. I flew around for some time to get the feel of things, before banking sharply to return to base. But wait, what's that? Meeting a MiG soon had the *Zoomer* stretched to its limits.

BANDIT AT 5 O'CLOCK

Executing a sudden power dive, the enemy foolishly took the bait and followed. At the last possible moment, and wrenching the stick backwards, the Phantom lifted so that it was flying vertically upwards. Still climbing, and turning the *Zoomer* to the left forced my jet into a tight ascending corkscrew. The MiG tried to follow, but pulling the stick back further still, it eventually pulled out of the climb and levelled off flying upside down. Turning back towards the MiG, which was unable to emulate my perfectly executed Immelman manouevre, a single well-aimed shot with a heat-seeking missiles reduced the MiG to a plummeting ball of molten metal!

CONCLUSION

In case you haven't guessed, the *Zoomer* greatly enhances the realism of flight simulators and driving games, (complete with authentic wrist strain)! Because the up/down and left/right movements are so different to each other, it overcomes the problems of sensitive joysticks which dive when they should be turning and turn when you

BEESHU BLASTERS

want them to climb. The variable speed autofire dial on the base allows you to unleash a near continuous stream of bullets when required. The addition of suction cups on its underside means that the *Zoomer* will stay put through even the toughest of dogfights!

THE ULTIMATE

The *Ultimate* is a true connoisseur's joystick. It features four fire buttons, which are grouped in pairs for left or right-handed operation. It has a spherical hand grip, which enhances the feeling of sure-handed control. Its wide base means that the *Ultimate* can be used on a desk or a lap with equal comfort. Variable speed autofire is included, and can be set to a scorching 30 shots per second!

When I played *Turrican II* with autofire set to maximum, a virtual wall of bullets made me all but invincible. Mind you, many games can't react to autofire of that speed.

With five suction cups on the base, and a steel re-enforced shaft, the *Ultimate* is designed to take the roughest of treatment.

In use, I found that it offered accurate control when playing games like *PPHammer*. To the touch it feels like a precision instrument, yet when the rough stuff starts with games like *Lotus* and *Kick Off*, the *Ultimate* still feels solid as a rock.

CONCLUSION

Superb styling and rugged construction ensure that the *Ultimate Superstick* is going to earn itself many loyal fans. It offers precise and sensitive control when needed. Yet it can stand abuse by the roughest of hands. The *Ultimate* looks set to become a new classic.

The Ultimate has the nicest feel of the three joysticks. It's both smooth and comfortable to use.

HOT STUFF

Beeshu's third new joystick is aimed at the budget end of the market. Available in a variety of bright colours, the *Hot Stuff* is a lightweight stick that uses leaf switches to detect your hand movements. Although this is very traditional technology, many people prefer the quieter smoother movement of leaf switch joysticks.

Featuring single speed autofire, flight grip handle and four fire buttons, it's an ideal shoot 'em up joystick. Despite the fact that it's perfectly well made, the *Hot Stuff* felt a little flimsy for my liking.

CONCLUSION

The *Hot Stuff* is the only Beeshu joystick that I wouldn't buy. There's too much travel in the stick which makes it feel loose. This makes precise control difficult. Although lightweight, I saw this as a disadvantage because it gave the impression of flimsiness. Even as a budget stick, I'm sure you could do better for ten pounds. For general games I'd recommend the Ultimate, it's the best all-rounder of the three.

The Hot Stuff is bright and cheerful, but at £9.95 it feels rather lightweight for my liking! 'Thrash-the-stick' games such as Daley Thompson's Olympic Challenge would reduce this stick to nothing in only a short time.

The Zoomer really adds a new dimension to flight sims, although be prepared to endure wrist cramps while you get used to it.

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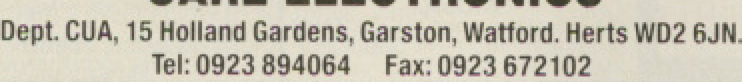
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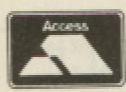
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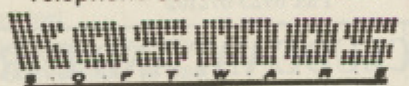
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PAINT ME A STORY



Dump Teddy Ruxpin and the Tom-Baker-reads-Lovecraft tapes, your Amiga can now send your kid to sleep with a bedtime story.

COLOURS GALORE

Paint Me a Story has 24-colour pallet which can be used to draw, paint and change the paper and pen colour. To get started, there's a selection of foreground graphics which include bunnies, bees, clouds and fences. Available in one size only, though, these can be out of proportion to the rest of the story page.

For the less-capable mouse user, Genisoft provide a bevy of backgrounds and patterns from which to choose. These can be used with the foreground graphics to create complete scenes. There's music, too. Suitably peaceful tunes can be added from the program's preset bank of six tunes, which includes a classical guitar piece and Greensleeves.

PROBLEMS WITH TEXT

Organising the onscreen test is awkward. Returns have to be used after each line, and this can become quite laborious to the seasoned word processor, so imagine the frustration for a child author.There's also a magnify option which is useful for checking text and pictures, you can then go back into the program and cover up any holes in the illustrations or plot.

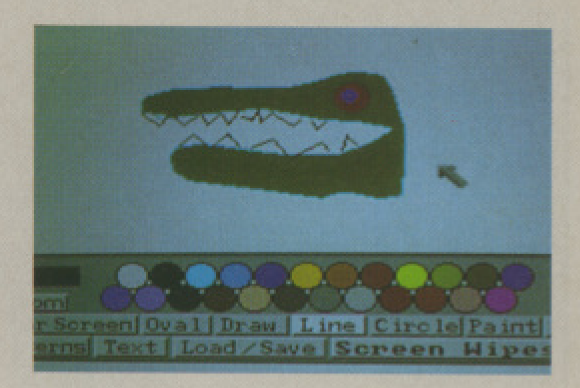
SAMPLES

Two stories are given on another disk to initiate the young writer into the many facets of *PMAS*. We looked through 'Billy's Birthday Party,' but found the story plain, although all the qualities of the program were displayed.



CONCLUSION

From an educational point of view, *Paint Me A Story* needs a more simple approach, as its features are geared towards an older computer user and not for children who find 'Billy Bunny' stories fun. The stories interact with the pictures, but the quality of the graphics leaves much to be desired and the choice of colours is a nightmare. Stick to paper and pen, as *PMAS* becomes more frustrating than entertaining.



DISCOVERY

If your kids are giving you undue hassle and show a decided reluctance to do their homework, send them into deep space. . .

SPACE SCHOOL

Microillusions' *Discovery* sends your kids on an educational trip with the Deep Space Salvage and Repair Unit. After choosing a character they then decide whether they want to play the maths or spelling game. The former covers everything from easy addition and subtraction to fractions. Spelling encompasses a number of sub-categories which include geography and science.



QUESTION AND ANSWER





Having crash-landed on an alien planet, it's down to the kids to collect fuel crystals to repair the ship. Unfortunately, a horde of wild beasties escaped from their cages during the crash and are intent on eating the heroes. Most of the animals are very sluggish and easily avoided. Every now and then a computerised door appears and demands a correct answer to its question before it will open.

The whole package is very entertaining. The sound and graphics are excellent, although the scratchy Amiga voice could cause confusion. I doubt if anybody will complete this. By the time a child collects all the crystals they'll probably be collecting their pension.

CONCLUSION

In general the game is very entertaining. The graphics are neat and the theme music could very well turn up at the next rave. He does, however, run into a few 'intergalactic snags'. The computer voice is at best unclear during the spelling. And, in the time it takes to find all twelve crystals, the child may be collecting his pension. Despite this, though, and bearing in mind the lack of competition, *Discovery* is still adequate – if decidedly uninspiring – stuff, and Microillusions are to be commended for combining the space scenario to what could have been a dull package to look at and use. In addition, the use of the escaped animals to add an arcade element to the proceedings provides some very nice relief from the puzzles and sums. Flawed but, overall, worth a look.

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P622	Nepalm Death / Live Corruption
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P625	Viz Slideshow
P626	Crionics Mega Demo
P627	Stealthy Collection
P628	Robocop Anim (From Film)
P629	Plane / Glass Ball Demo (Good)
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P631	Huey Anim (Helicopter Demo)
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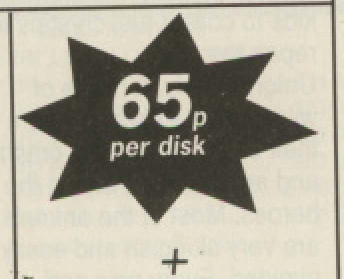
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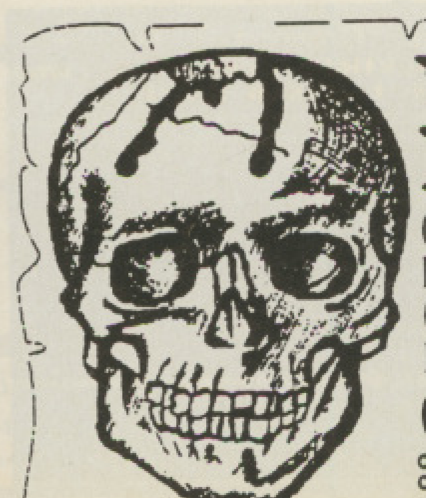
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Good things come in twos

Mat Broomfield browses through a couple of books and finds programming doesn't have to be boring.

DOSSING AROUND

Mastering AmigaDOS2 Volume 1 guides the user through the complexities of the Amiga's Disk Operating System. It starts with basic concepts such as CLI and Workbench, but progresses to recursive scripts and hard-disk backups with BRU, so it's good for beginners and experts alike.

Despite its diversity, the book doesn't rush through topics. Each is explained in a leisurely style and in great detail.

The chapters and sections of the book all follow the same format. Each section has an introduction which explains exactly why you should read on. A brief synopsis of the commands or programs needed precedes a more detailed description in which examples are given for Workbench and Kickstart 1.2, 1.3 and 2.0 machines.

EVERYONE'S A COMEDIAN

Overall, this is an excellent book for anyone who's interested in learning about the disk operating system and DOS. Co-author, Bruce Smith's sense of humour shines through every page, and often helps to illuminate what would otherwise be very dull subject matter.

REFERENCE SOURCE

The companion volume to *Mastering AmigaDOS2 volume 1*, is, unsurprisingly, called *Mastering AmigaDOS2 volume 2*. It provides a reference to every single Amiga DOS command, and covers versions 1.2, 1.3 and 2.0.

It contains a complete breakdown of the command syntax and describes fairly thoroughly how the commands work. The revisions on subsequent versions of the Workbench are also discussed. Options for each command are described, and at the back of each chapter is a cross referenced guide to related parts of the book.

Mastering AmigaDOS2 Volume 2
Covers 1.2 1.3 and 2
Complete command coverage
Foreword by Barry Thurston Technical Director Commodore UK.
BSB
Bruce Smith Books

PROFESSOR DOS

The expert user will find that the latter part of the book contains plenty to interest him or her, too. There are sections which detail the Interchange File Format (IFF), plus a complete breakdown of the mountlist and its functions.

All readers, however, will doubtless be fascinated by the chapter called 'The Virus Menace', which goes into considerable detail about viruses, explaining how several types work and what effects they're likely to have. It also dispels much of the mythology that surrounds viruses and gives practical advice on how to avoid the threat. A truly useful chapter and a good read to boot.

THEY'RE ALL WRITE **The authors, Bruce Smith and Mark Smiddy, both enjoy a high profile within the Amiga community. Bruce Smith is known for his light and conversational style of writing while Mark Smiddy is a former games programmer, and a technical contributor to several magazines. The partnership has a style which is highly entertaining, yet educational.**

CONCLUSION

Both volumes are incredibly user-friendly. Unbelievably, they're actually FUN to read or browse through. Clearly they're written by two people who understand how hard it can be to read technical manuals. So let's hope that your bookshelf is big enough for two Bruce Smith books!

Price: £21.95 (volume one) and £17.95 (volume two) from: Bruce Smith Books, PO Box 382, St. Albans, Herts, AL2 3JD. Tel: (0727) 41243.

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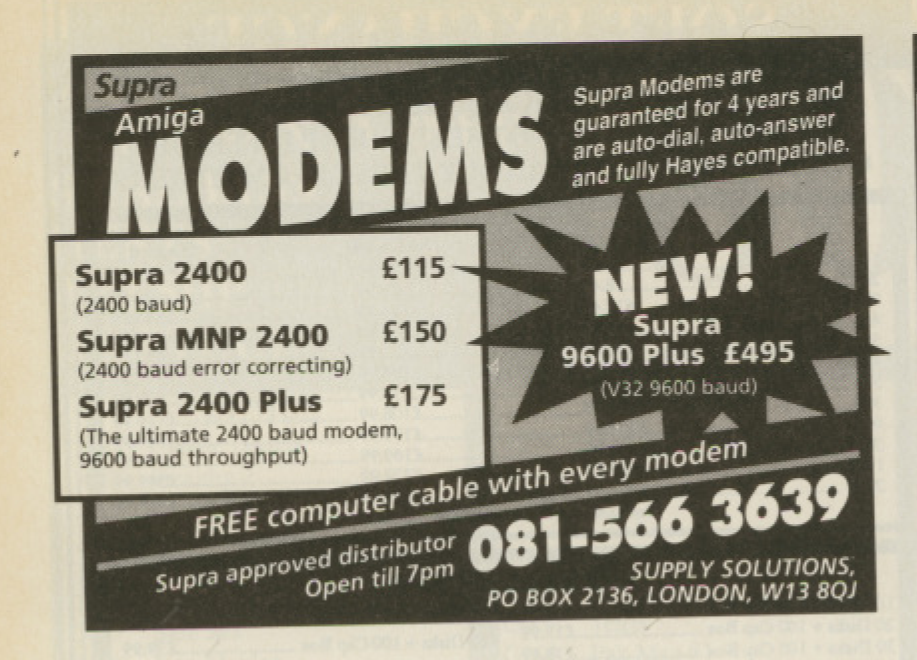
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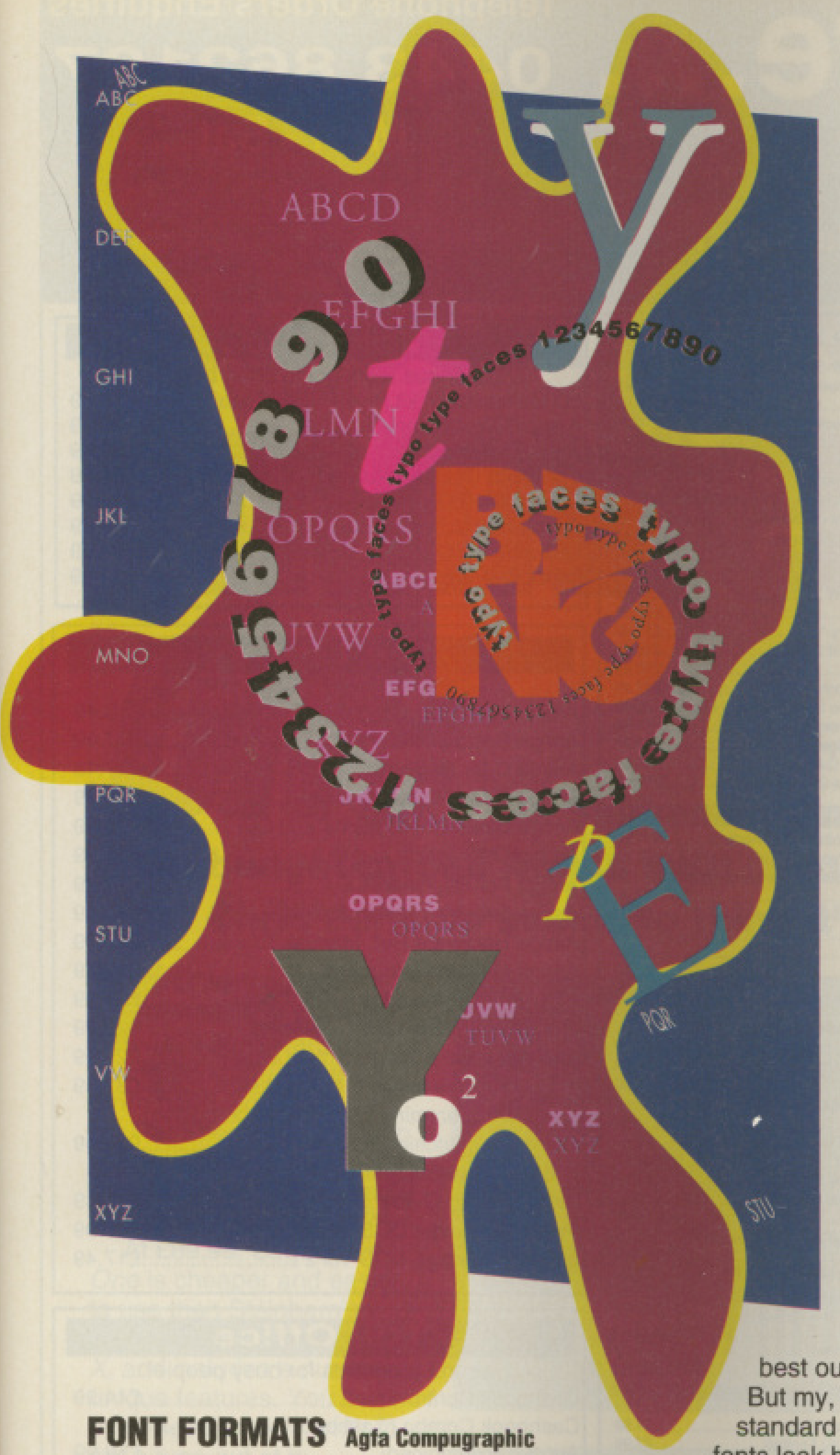
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If your Desk Top Publishing work is starting to look a bit repetitive, Gold Disk could have the answer you're looking for. Mat Broomfield loads up a few extra fonts and tells you what he thinks...

FONT-CY THAT?

You've got your Desk Top Publishing package, you've got your clip art, you've even invested in extra memory so that you can get the best out of the package. But my, don't those two standard Compugraphic fonts look boring!

TART IT UP

Gold Disk, however, have an answer in the form of Agfa Compugraphic font packs. Each pack contains several fonts which are grouped under specific headings. For example, the *Decorative* series contains the fonts Brush, Cooper Black, and Letraset Revue Shadow. All three fonts are suitably ornate and are ideal for decorative headings, banners etc.

All the fonts in each pack are fully scalable and can be magnified or reduced to any size whilst still producing the maximum resolution from your output device, be it a printer or monitor. This, in particular, keeps the letters smooth with no rough edges.

The fonts can be loaded into any DTP package that accepts Compugraphic fonts, including *Professional Page 1* and *2*, *Page Stream*, and *Pro Draw*. A utility disk is also included which enables you to convert fonts at any size into standard Amiga fonts.

CONCLUSION

Gold Disk Type fonts can really breath life into boring DTP pages. They're bound to revitalise even the most tired of DTPers!

Price: £39.95 From: Gordon Harwood Computers, New Street, Alfreton, Derbyshire, DE5 7BP. Tel: 0773 836781

FONT FORMATS **Agfa Compugraphic fonts are stored as mathematical descriptions of the letters, rather than bitmaps. For example, a straight line would be indicated by a start and end point; line weight (thickness) information is also stored.**

To change the size of a character, each number representing line length and thickness, is multiplied or divided by the given magnification or reduction factor. The relative positions of all of the elements of a character (lines and curves), still remain the same.

There are now several versions of the Compugraphic font format, and different interpreters or drivers are needed for each version. It's rumoured that Workbench 2.0 will include scalable font support, although no firm details have yet been given.

AGFA WHAT! **The Compugraphic font format was originally developed for use on laser printers. Rather than having to create font cartridges containing lots of different sizes of the same font, Agfa realised it would be easier to create fonts which could be resized to any scale. Thus, rather than storing these bitmapped images as a series of dots, they devised a method which made enlarging easier without losing any resolution.**

ONE FOR THE MILLIONAIRES

Gold Disk also produce a compugraphic font pack called *Outline Fonts*. Aimed at the person who needs to acquire an entire font library instantly, the pack contains five disks on which are stored 35 of the most popular fonts. Apart from the traditional fonts like Triumvirate and Times, you'll also find styles such as ITCZapfDingbats, and Symbol.

At £99.95, the *Outline Fonts* pack is not cheap, but the aesthetic improvement of your lay-outs may convince you that it is a worthwhile investment. A less tangible advantage is the increased creativity that owning these fonts will give you, as your mind will be less restricted by the tools you are using.

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getting to number one

Is Sequencer One the best budget-priced Amiga MIDI sequencer yet? Chris Jenkins seems to think it's a hit...

You want a MIDI sequencer package, but don't want to spend a fortune. On the other hand, you don't want the Pet Shop Boys to laugh at your software should they drop in for tea. Which package should you choose?

At £89.99, *Sequencer One* is cheaper and easier to use than Steinberg's *Pro 24* or Micro Illusions' *Music X*, and includes a number of unique features. You don't even need a MIDI synth to get a tune out of it; *Sequencer One* will happily record your MIDI inputs from a controller keyboard, and play four-channel tunes using the IFF sound samples supplied with the package.

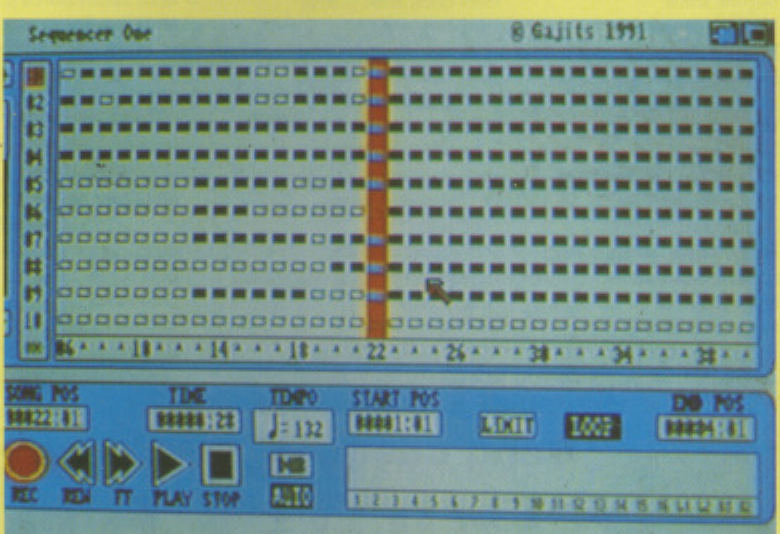
MAKING TRACKS

The program comes on a single disk in a smart plastic case with a comprehensive manual and Amiga supplement, and uses the familiar Amiga system of pull-down menus. There are three main displays, the first of which is Track, which shows the available MIDI recording tracks in a column. Up to ten tracks can be displayed at a time, and there are 32 available (which beats *Pro 24* by eight!).

The Track display also has a simple-to-operate 'tape transport' display with features like Record, Stop, Start, and Fast Forward, and a real-time MIDI data display – little bars jumping up and down to show when each track is playing.

The second display is the Step Editor. This shows MIDI data in the form of bars on a grid which scroll horizontally as you play a sequence. This helps you to pinpoint mistakes, which you can correct with a simple click of the mouse. A 'virtual keyboard' on the screen allows you to enter new notes with the mouse; using dialogue boxes you can also alter note velocity, timing, and pitch.





The Bar and Step editors are easy to use, yet give the musician great flexibility when composing.

HITS FROM BITS

The last display is the Bar Editor, where sections of music can be cut, copied and pasted to create a complete song. These options operate in a similar way to those of Steinberg's *Pro 24*.

In case you need any help with that Number One single, *Sequencer One* is being offered for a limited period with a free copy of *The Hit Kit*. This useful extra disk is packed with example MIDI drum patterns, riffs, basslines, melody fragments and chord progressions, which you can chop and change to create your own tunes.

CONCLUSION

Sequencer One is a very good budget package with a wide range of features. It doesn't have much in the way of professional options such as SMPTE – sound to video synchronisation. This is a good point however, because the program doesn't become cluttered with options that you'll never use. Normally costing £30, *The Hit Kit* is the icing on a very tasty MIDI cake.

Write to: Gajits, I-Mex House, 40 Princess Street, Manchester, M1 6DE.

GAJITS AND GEAR MIDI software specialists Gajits developed *Sequencer One* for the Atari ST, but since the Amiga version takes full account of the machine's superior abilities, let's not hold that against them! Other products include the £99 *CMPanion*, a patch editor/librarian for Roland's *CM*-series of computer music modules. *4D Companion*, which also costs £99, does the same job for the Roland *D5*, *D10* and *D-20* keyboards, and the *D-110* module. These can multi-task with *Sequencer One* on any Amiga that has at least one meg of memory.

MIDI MANIA For technical data freaks, *Sequencer One* has a resolution of 192 PPQN (Parts-Per-Quarter-Note). It also includes 32 markers for rapid location of song pointers, quantisation, time signatures, data thinning, controller filtering, overdub, MIDI clock sync and record-in-loop features. It supports the MIDI File Standard, which means that you it will accept music created on other packages which conform to this standard.

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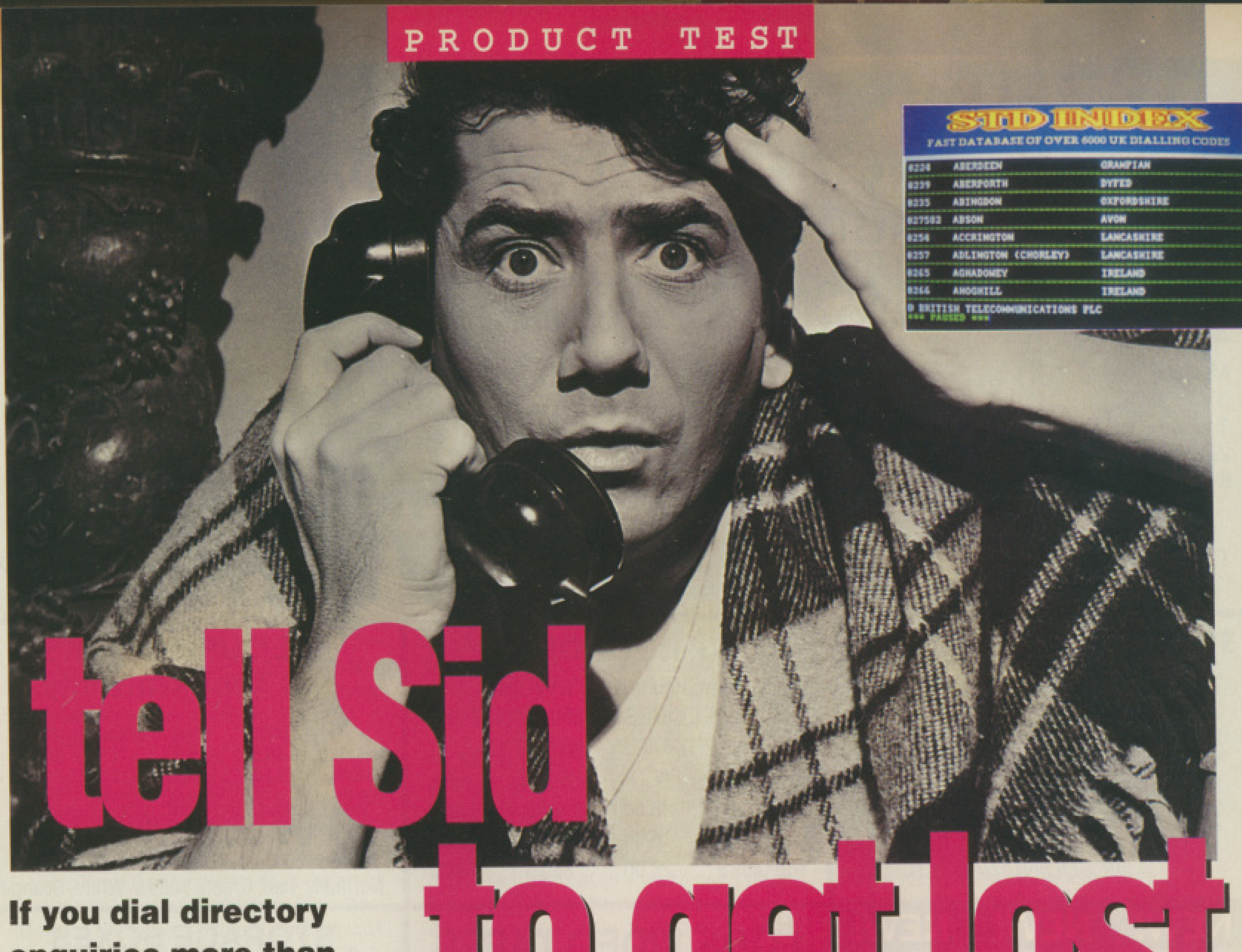
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tell Sid to get lost

If you dial directory enquiries more than 35 times during the rest of your life, STD Index could save you hundreds of pounds. Mat Broomfield explains why.

You are probably aware that British Telecom charges 40p for directory enquiry calls from private phones. For the price of 35 enquiries, you could buy your own dialling code index from Sector Software.

PHONE HOME

STD Index is a database of all UK dialling codes (over 6000). It is cross referenced, and allows you to make an enquiry either by code or by name.

If you enter the name of any town in the UK, *STD Index* will instantly give you the dialling code. Alternately, if you enter a dialling code, it will tell you the corresponding town.

MAIL ORDER MISER

The latter option is particularly useful if you ever respond to adverts where the name of the town is not given. All you need do is enter the code, and you will immediately know if it's local. It's also useful for people who receive itemised phone bills and who want to determine what town specific calls have been made to. Watch out teenage phone hogs, your days could be numbered!

Another nice feature of the program, is a partial string search. What this techno babble means, is that you can enter any part of a town name and *STD Index* will tell you all towns with those letters in their name.

Another permutation of the idea is the Count option. The computer executes this option to count all occurences of a particular sequence of letters.

CONCLUSION

STD Index comes on a single disk and is fast and easy to operate. It can be installed on a hard drive using the program supplied on the disk. This is very handy because the program is far more useful if it can loaded and used very quickly. A similar program on the PC by WSA Consultancy apparently costs £75.00, so *STD Index* represents excellent value by comparison.

I wonder if it might be a bit too much of a specialist product to appeal to a mass audience, but then there's nobody abusing my phone, so perhaps I'm wrong! A fast and functional product with absolutely no frills, it would have benefitted from the inclusion of a printer option, but apparently BT wouldn't licence the product if it printed numbers out.

Price £14.00 From: Sector Software, 36 Wray Crescent, Ulnes Walton, Leyland, Lancashire, PR5 3NH. Phone: (0772) 452414.

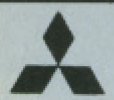
LICENCEWARE Sector Software are one of only two UK companies authorised by BT to produce a dialling code index. According to David Batty, *STD*'s author, the other company, who produce a PC version, originally charged £115.00 for their program. When David released his PC version, they reduced their price to £75.00 – only five times the price of *STD* Index.

Incidentally, there will be annual updates available at a cost of £7.00 each including postage and packing.

OUCH The most famous phone user of all time has to be ET, from the Spielberg film of the same name. Displaying a total lack of understanding for principles of telephone mechanics, ET builds a 'phone' from a variety of oddments including a Speak and Spell computer. He then proceeds to ring his mother ship out in space. Although it takes several days to make the connection, ET's phone does work, which is more than can be said for BT a lot of the time! What's the dialling code for Alpha Centauri please, Operator?

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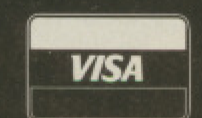
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Have you ever wondered if the person sitting next to you is secretly mad? With the help of the Graphologist from Intraset you can find out

Graphology is the science of hand-writing analysis. It looks at how a person's writing slants, how hard they write, how and where they dot their i's and cross their t's, as well as many other individual quirks. From this information, you can supposedly find out what a person is really like, and peel back the veneer which masks their innermost self.

Mastering graphology is extremely difficult, and takes many years to perfect. With as a computer as an aid, however, it's possible to master the techniques in no time at all. Dare you take the test?

READY, STEADY, WRITE!

Loading the program is only a mouse click away, but using it is an experience you may not want to have alone!

To all novices and beginners in the art of graphology, I recommend borrowing a few books on the subject and reading them until you fully understand the subject. Only then should you attempt to use the software in your quest for enlightenment.

To use the *Graphologist* you have to type in your name, sex, address and whether you want to analyse a signature or a larger sample of your own – or victim's – handwriting. The program then creates a file in which it stores the results from all the information you give it about your handwriting. Be sure to have a sample of your handwriting handy!

The end file contains detailed information on your personality, possibility of criminal behaviour, sexual preferences etc. You can then print this file out to show al your friends/analyst/local CID etc...

HI-TECH FEATURES

Although *Graphologist* is an excellent program in its own right, don't expect to be dazzled by an amazing graphical interface.

The program is menu driven – sixteen main menu items in all – which gives you a series of multiple choice selections. For example, from a range of ten choices, option one may relate to the size of writing. You can select more than one choice from each menu and the program marks it to show it has been selected. The results from this selection are then saved immediately to disk, which incidently slows down the whole entry procedure.

The program makes no use of the mouse which, to me, is a major downfall as the mouse was developed for ease-of-use and speed. It could also have benefited greatly from being able to accept and interpret a scanned signature, rather than having to peer at a piece of paper with a magnifying glass as the instructions suggested. The inclusion of a book, explaining the principles of graphology, complete with examples, is a big help.

CONCLUSION

The beauty of graphology is that you get to know more about a person than they do – before you meet them! I whole-heartedly recommend it to the proficient graphologist, who has the experience to make up for the program's shortfalls, but for the novice it really is too unwieldy to be totally satisfying.

Mike Pugh



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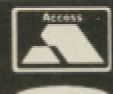
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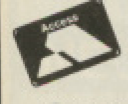


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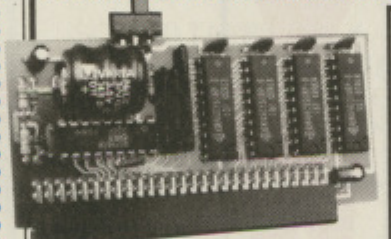
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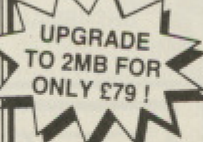
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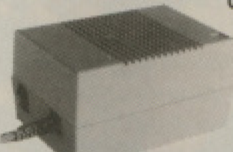
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- Parallel and Serial Interfaces, Tractor & Single Sheet Feed as standard
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YOUR FLEXIBLE

Do your screen dumps look like they belong on another planet? Take heart, Peter Lee thinks he's found one answer to dot matrix despair...

Is it a bird ? Is it a plane ? Who can tell when most graphic printouts look like they come from 20 thousand fathoms!

Your screen might be showing the Aureola Borealis flaming across the' Northern hemisphere, illuminating the outstretched wings of a solitary albatross, but once the Amiga preferences printer driver has worked its magic, it could well look like a foggy day at Blackpool – with the lights out.

However, Hertford-based company, Care Electronics, have given the printer what amounts to a personality transplant and their new version of the *Flexidump* program will do wonders when you output.

I speak from experience. Products that don't cut the mustard inflame my sense of Yorkshire thrift. My four-year-old Epson RX80 9-pin printer has disappointed me with its output for most of its life – not with the text, but the graphics dumps invariably get binned. For colour work I have an Okimate 20, which is aggravating and adequate in equal measures.

FLEXIBLE FRIEND?

The program is a stand-alone printing utility which lets you load in IFF images (the kind saved by almost all drawing packages), tweak them a little, then dump them to your printer.

What it doesn't do is act as an Amiga printer driver, so you can't route printouts from other programs through the *Flexidump* utility. Select Print from the menu while using *Deluxe Paint* and the Amiga's printer driver would be used as specified in your Preferences set-up. If you wanted *Flexidump* to handle the job, you would first have to save your artwork to disk and re-load it into *Flexidump*.

CUSTOM MADE

Manufacturers don't seem to know what standardisation means – hence the need for lots of customised routines. *Flexidump* is intended for Epson ESC/P-81 compatible printers. But whereas the claims of some printer manufacturers viz-a-viz the compatibility of their printers swerve into the Twlight Zone, *Flexidump* author Steve Jones has taken care of most of the snags. . .

ALL IN

As well as the program disk, the package includes a Custom Disk which contains a program to create or modify a customised driver. This is great if you own an obscure printer, but check the 'Strange Customs' information panel on the opposite page.

PICTURE THIS

You also get *Flexicat*, which rattles through a directory and dumps all the graphic images it contains. This is a good way of incorporating some semblance of a batch command into the program, although it would have been nice to specify the desired files to print from a directory listing rather than be stuck with the entire contents.

I actually found the program very clever, allowing me to print 18 miniature images on one sheet of A4 paper. The names of the pictures can be printed above the image, too, and you can cram several across a sheet of paper.

IMPROVEMENTS

For a start, the earlier version's giant








The four pictures above show the improvement that can be gained by using Flexidump instead of using the print options of your art package. Monochrome pictures show the greatest improvement.

CURED HAM The *Flexicat* program which comes with *Flexidump* has a number of novel features: the most interesting is its ability to carry out a little auto image processing on any HAM pictures in your batch dump. It does this by counting the RGB levels in the picture, and if there is less than 1% in either the dark zero range or light 15 range, then it will expand the palette of colours until it fills the whole range with at least one per cent at both extremes. In real terms, what this does to the printout is to brighten what might be a gloomy dump.The downside is that the feature, if selected, takes extra memory and time.

Mickey Mouse Workbench icon has thankfully been trashed in favour of something more respectable. But the most interesting addition is the inclusion of image enhancement features. Once your screen has been loaded you can run a number of routines over it to improve its appearance, both for onscreen display and for a better printout. These include fine-tuning the colour balance, brightness or contrast. I found this invaluable when printing HAM images, which often needed across-the-board alterations to achieve optimum results. *Flexidump* actually performed better than my usual image enhancement software on this count.

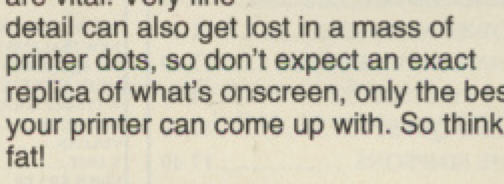
SEPARATE WAYS

And *Flexidump* will produce colour separations if you intend having your work printed by a professional company which needs pictures split in this way. For anyone wanting to print out transfers for ironing onto a T-shirt via a special ribbon, there is a Mirror option which reverses the onscreen image, so that it will be the right way round after application.

SPOOL SPORT

It is also great for anyone interested in printing labels or forms. Set up the parameters for density, size and number of images on a page, and then redirect the output away from the printer to a disk file. This can then be spooled back in for top-quality printer output, with as many repetitions as you like.

Setting up the web factor (how many images will fit across the page, and the spacing between) is initially a matter of trial and error, but once defined using rough paper for test-runs, you can guarantee precise placements on live runs when printing labels, invitations, ad flyers, and so on.



THINK FAT

If you intend printing text or line art, you should be aware that thin lines sometimes aren't recognised by the driver if they're outside the printer's resolution. So chunkiness is in, and test runs are vital. Very fine detail can also get lost in a mass of printer dots, so don't expect an exact replica of what's onscreen, only the best your printer can come up with. So think fat!

STRANGE CUSTOMS Hopefully, any dot matrix printer can have a file tailored for use by the program. That's what puts the flexibility in *Flexidump*. The program falls over itseif to be helpful, using a question and answer format to build up the correct driver. But you have to be prepared to dig into your printer's manual to find out which commands do what. Concepts such as Bit Image Control sound complicated, but you have to grasp them to set up a driver. Creating your own driver shouldn't be beyond anyone who can make sense of a printer manual, but it can be frustrating.

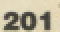
CONCLUSION

This new version of *Flexidump* has come at an interesting time. Twenty-four pin printers are at last taking off and looking like 'the next great thing' for Amiga owners to get. I had been considering a 24-pin model myself for purely graphic output but, in all honesty, I can save the cash and just use *Flexidump*, because the output has brought a glint back into the aging *Epson*'s teeth. Improved colour output on the *Okimate 20* was harder to quantify. The *Flexi* images had more subtleties, but the Amiga Preferences driver wasn't too bad to start with.

Flexidump certainly covers a wide spectrum of printers – *Epson* compatible 9-pins, *Star LC200 24, Citizen Swift, LC10, NEC* and *Okimate* – and as far as I'm concerned, it is a major advance in dump technology.

COST: £39.95
CONTACT: Care Electronics, 800 St Albans Road, Garston, Nr. Watford, Herts WD2 6NL





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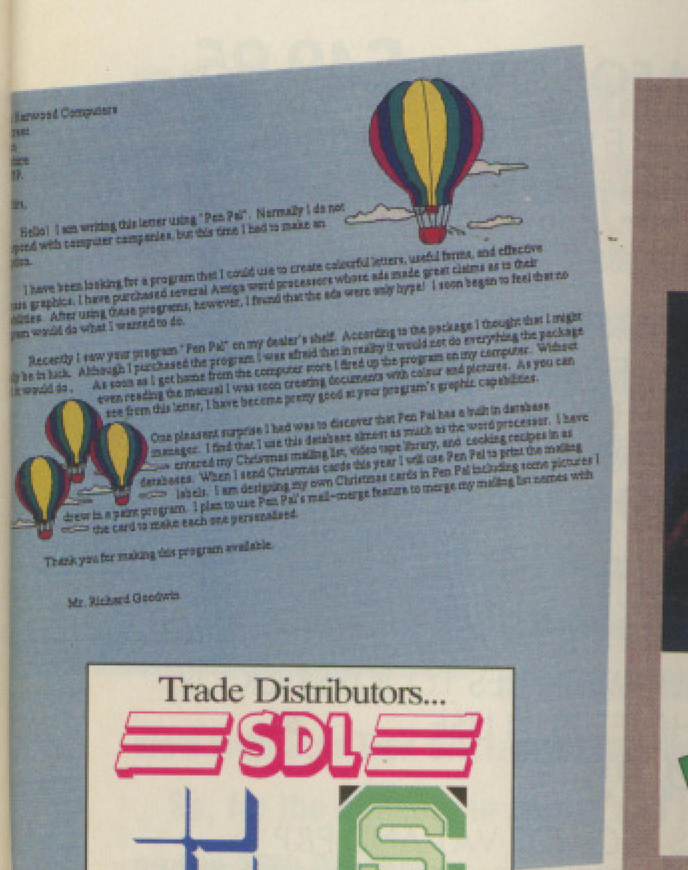
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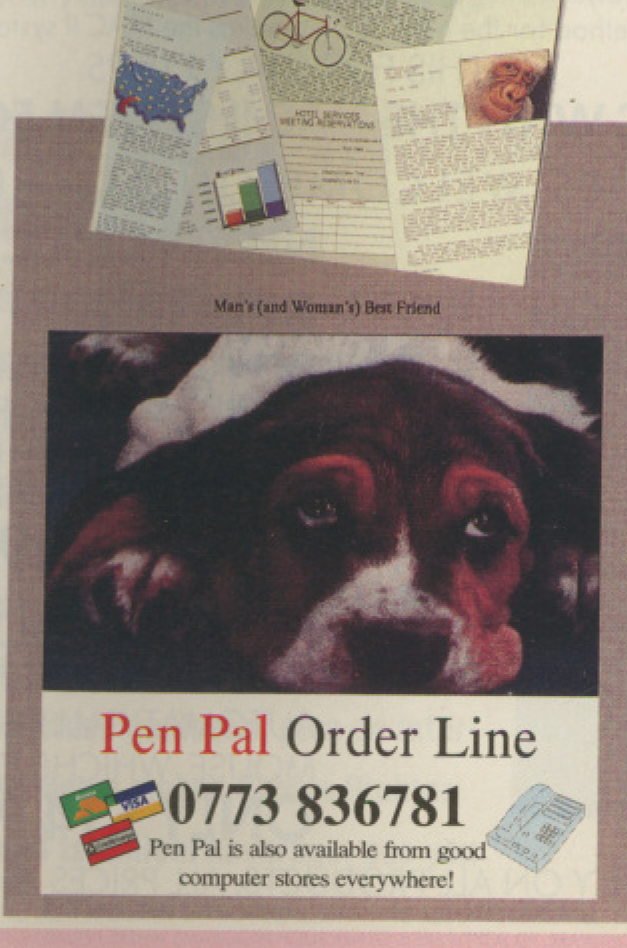
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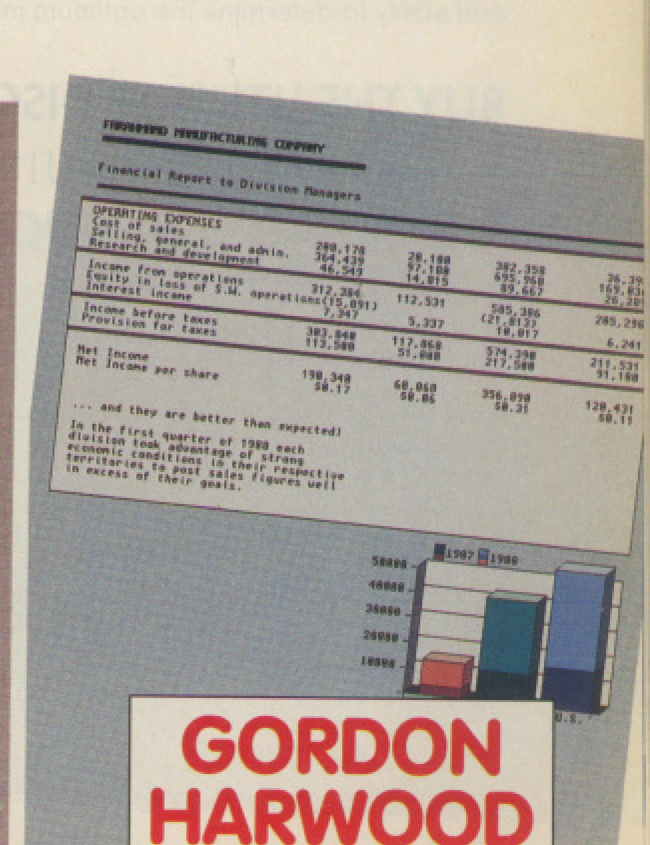
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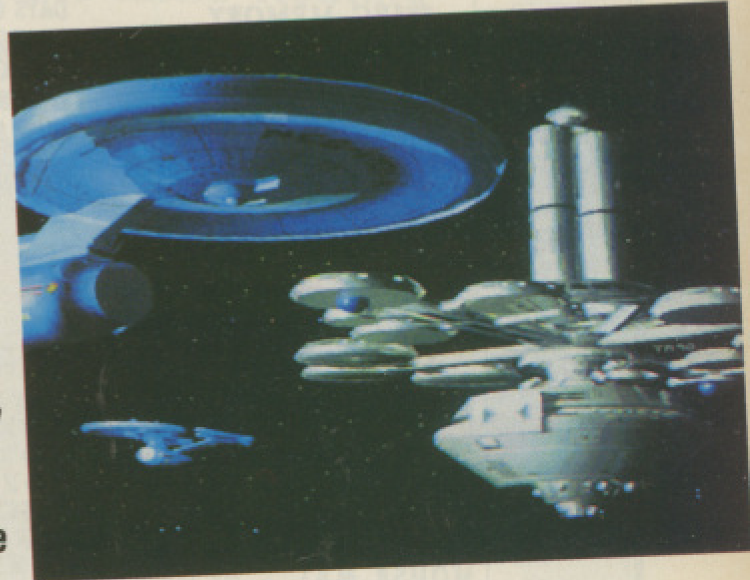
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So, for the ultimate in games and technical coverage, see you on the 26th October. . . .

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the tartan heart of the amiga


With its 16.7 million colour palette, *TV Paint* allows you to 'create' extremely subtle shading.

Amiga Centre Scotland is at the centre of the latest Amiga technology. Fiona 'potato tattie' Keating went along to visit. . .


The Harlequin board brings broadcast quality graphics to the Amiga at a reasonable price.

The Amiga Centre Scotland has truly humble beginnings. From its birth pains as a car boot operation to its maturity as a slick, high quality set-up, ACS has climbed out of the Skoda and now supplies professional video users and corporate giants, such as ICI and British Steel, with much of their Amiga software. ACS was first opened in May 1987 by Martin Lowe, who was the first registered developer of the Amiga in the country. Surprisingly, he didn't start out as a dyed-in-the-wool enthusiast. Working primarily in medical and social research, many of his jobs involved using computers and he got to know the Amiga almost without realising it. He acquired one of the first models in Europe and was the first to sell Amigas in the UK. From this moment on, Martin's has trumpeted the values of 'this amazing multi-media machine'.

INNOVATIVE STYLE

ACS produced many of the early animation products which Martin claims 'have opened the eyes of the world to what the Amiga could do'.

Almost everyone's heard of *The Juggler* animation demo, which used the primitive American *Ray Tracer* package – but what's not so well known is that ACS is the company that imported the package during the mid-eighties. *Ray Tracer* coder, Eric Graham, went on to write *Sculpt 3D* and *Sculpt Animate 3D*. These were also made available to the UK public by ACS.

Forms in Flight was brought out at the same time, too. This pioneering 3D animation package could create curved surfaces leading to a more realistic representation of objects. This was a move away from *Sculpt 3D*, in which objects, including circular ones, could only be

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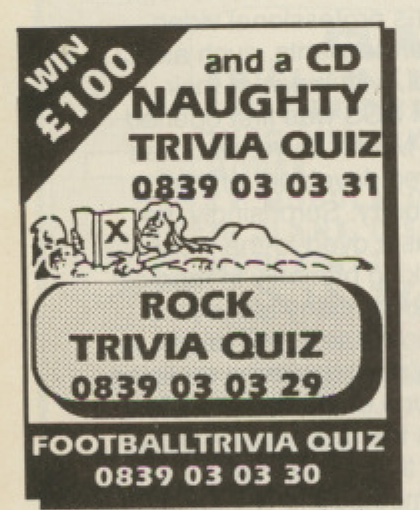


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the tartan heart of the amiga

At £940, *TV Paint* isn't cheap, but when you compare it to Paintbox at about £12,000, the price doesn't seem bad.











made up of triangles. Curves therefore had jagged edges which gave an unsatisfactory naturalistic effect. Martin believes that '*Forms in Flight* was one of the first software packages that provided a more professional and sophisticated tool for animations'.

BIG BUSINESS

Apart from the world of animation, a major part of ACS's work is involved in the wheelings and dealings of the industrial market. In 1988, Martin was looking at the potential uses of the Amiga and came up with the idea of the Amiga as a powerful work station. This manifested itself in the package caled *X Windows,* which is now a standard piece of software in the computer industry. At the time, every manufacturer was trying to make their systems totally exclusive. Thus, equipment from one company could not be integrated with any other. *X Windows* broke through this 'closed shop' mentality and the system is compatible with most powerful systems and PCs. Martin Lowe believes that the Amiga is one of the most efficient and quickest computers to use. 'A powered Amiga can handle *X Windows* faster than a Macintosh'.

The Amiga holds great importance for Dec computers, the second largest manufacturers of computers in the world. ACS was responsible for the Dec Net – an Amiga networking system which operates between Dec computers. Martin was keen to impress the significance of such a system. 'Providing the Dec Net solution to the Amiga was very important to opening the Amiga into direct connection with the whole of the Dec Net world. The Amiga could be linked into this system because the Amiga could do more sophisticated graphics and sound manipulation that the Dec couldn't.'

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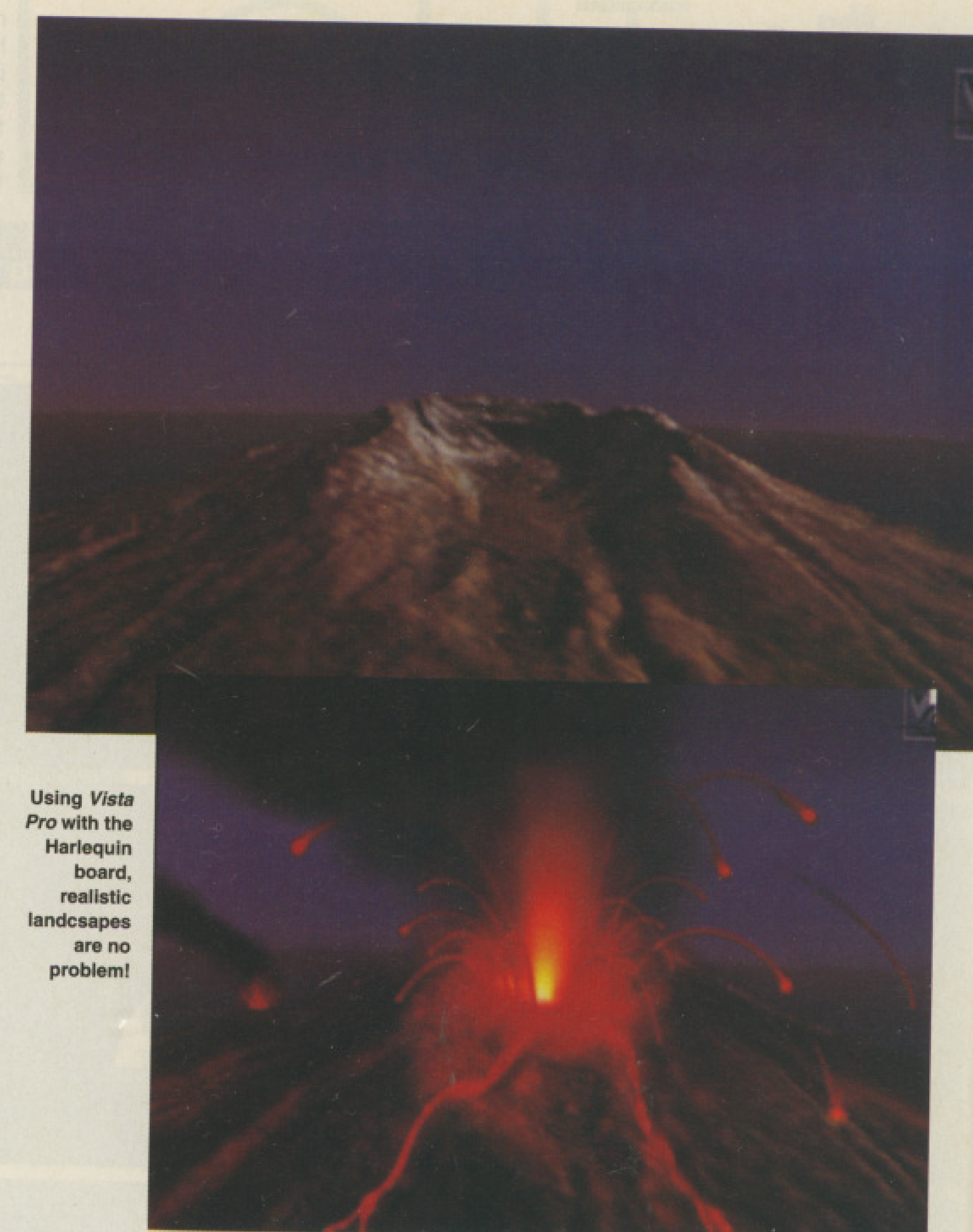
ACS' latest acquisition is the Harlequin, a 16 million colour frame buffer.

Out of all avail-

the tartan heart of the amiga

able graphics boards, the Harlequin is the highest quality 24 bit unit in the world. It is the only one designed for the broadcast television industry, who have the most exacting standards. This may explain why the Harlequin is so expensive. It ranges from £1095 for the basic model up to £1395 for the top-of-the-range. The Harlequin's 32-bit design includes an 8-bit Alpha Channel Buffer which provides the capability of anti-aliasing to soften an image so that jagged lines are eliminated. The Harlequin can be used with *TV Paint*, a 32-bit graphic art package which designs, retouches and manipulates 32-bit images. There has been considerable interest from China, which has more than 800 broadcasting stations, many of which run on a shoestring budget.

A TV quiz show and an 0898 chatline number are already using the Harlequin system for their graphics. Catchword is an excruciatingly bad BBC day time quiz with four million viewers and Chinwag is a TV-advertised late-night chatline which boasts that it's the chatline 'where anything can happen!'.



Using *Vista Pro* with the Harlequin board, realistic landcsapes are no problem!



Martin Lowe poses whilst the Harlequin displays a ray-traced image in the background.

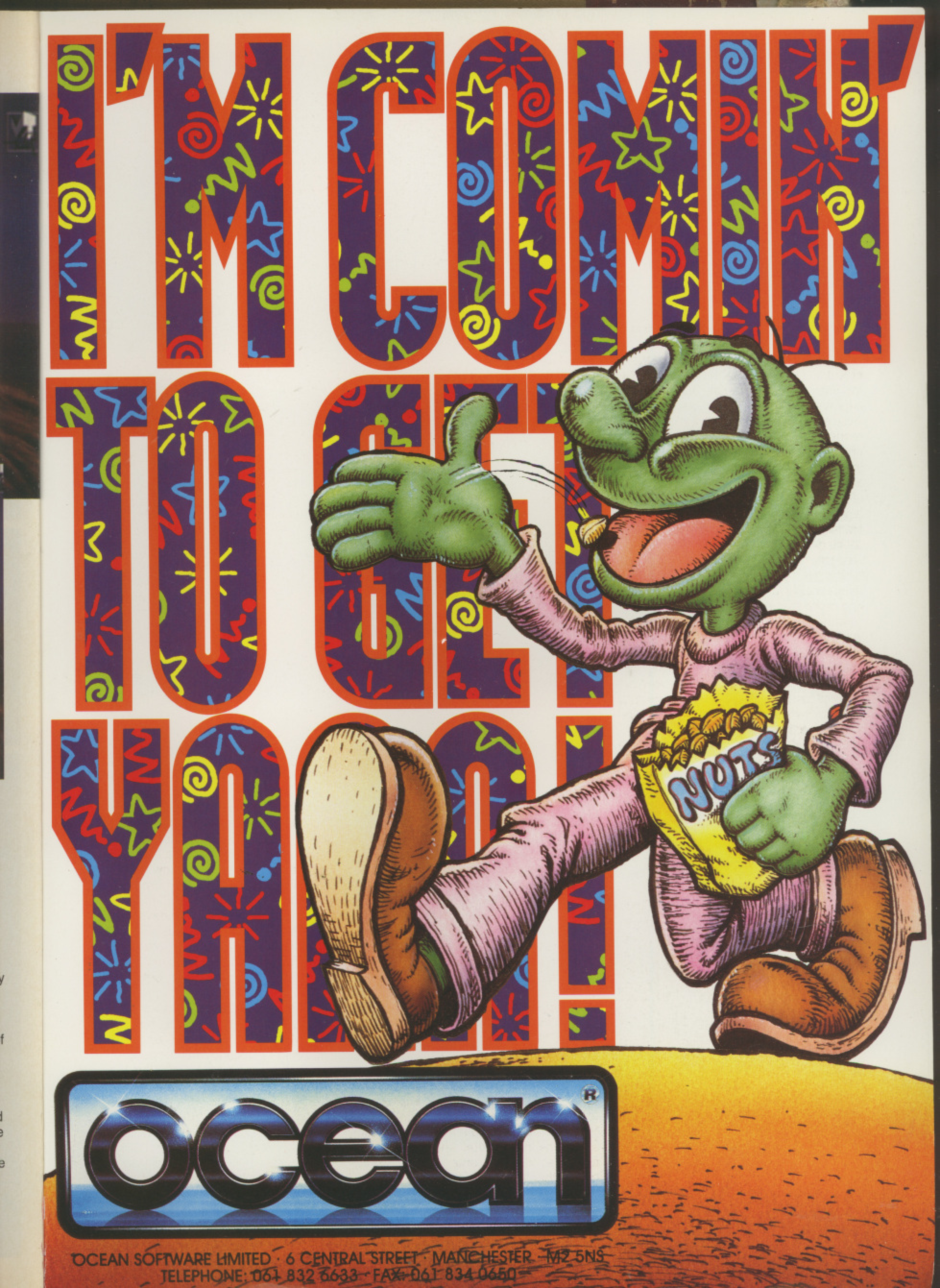
CRYSTAL GAZING

Future uses of the Harlequin could be for industrial design, engineering for cars and textile design. The next step for ACS seems to be in aiding the development of full screen real-time 24-bit animation. There is also real-time consecutive frame digitising and compression to be worked on, both of which may be available in six months. Compression would allow for storing data on hard disk, so that it would be possible to have several minutes of video. On a 500 meg hard disk, 2$^1/_2$ minutes of full 24-bit animation at 50 frames per second could be stored.

TURBULENT TIMES

Despite the efforts of ACS to improve the quality and capabilities of the Amiga, Martin Lowe has had a troubled relationship with Commodore, who he describes as being 'antagonistic'. Martin claims that 'the present management seem more interested in the sale of PCs rather than Amigas'. He also suggested that Commodore have never developed the Amiga, unlike the Macintosh, which has had considerable amounts of research and development. 'It could be more advanced than it is now... In the absence of any standards from Commodore, we set up an informal group called GRAFEXA to develop and formulate a set of standards'. Unfortunately, this group, which was to have met in Germany, had to be postponed due to the Gulf War, but hopefully will take place in the future.

Martin Lowe sees the future of the Amiga firmly in the graphics, sound and animation field. 'One of the attractions of the Amiga is as a means for people to express themselves in a creative way, whether visually or with sound'. It is in this area that Amiga Centre Scotland are looking to create the technology and tools for the future. In 1992, there will be over 1 million Amiga owners in this country alone. With high quality software and equipment available, bright sparks will be able to produce more and more sophisticated work.


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PLAY THE GAME MAN!

Hello fellow humans!
Bartholomew J. Simpson here, with a very important secret:

SPACE MUTANTS ARE INVADING SPRINGFIELD

That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PReTTy CoOL, HUh?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.

Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

SAVE THE EARTH

BUy THiS GaME!
Thanks man.





THE SIMPSONS™
BART VS. THE SPACE MUTANTS

BRAND X SPRAY PAINT NO CFCs

MATT GROENING

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